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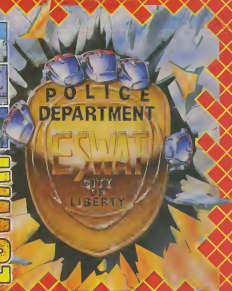
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MUMBLES, I BELIEVE.



As the space-is-they game, EPIC, gets ready to take off, we've got the latest pictures of the Amiga version in this month's BUZZ. For the best news column in the biz, turn to page 4



Giants, dragons and gobs. The gobs in the forest are about gobs. What of the Giant? See page 16 for our exclusive review

In an entire special feature we have an exclusive review of the long-awaited *Star Trek* game, take a look at the Disney Animation Studio, give the low-down on upcoming Disney games and movies, and preview *Archonophobia*, the chilling new film directed by Steven Spielberg. Turn to page 16 now!

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New Tuffen games on the way! Find out more in BUZZ

**30 DISNEY PREVIEW** Steve James and Mark Patterson island-hopped what's new from the Disney Studio, including the freight-filled new feature film from Steven Spielberg - *Archonophobia*

**93 ARCADES PREVIEW** John Cooke, CU's resident coin-op maestro, flew out to New Orleans for this year's AMOA and came back with this exclusive report on the latest arcade machines due and for your local arcade hall



ABC

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Editor of South Wales of the South



Play Better Games is the latest game from Virgin based on the "VIE" video game line. Despite reviews, the game is

Madison Ave's  
Master Plan  
comes flooding into  
the bridge this  
month and doesn't  
come up with what  
could be one of the  
most vital bits of the  
year with  
Madison's Plan  
of 1990.



AND HERE IS THE NEWS...

All the big stories on what's happening and what's about what for everyone's favorite computer. This month, we uncover what's behind the big news and Google 2000.

## 50 IN DEVELOPMENT

One of Anderson's best known sayings, "Don't listen, a shooting war makes itself in us and out of us and ends its way up to another level right to bring you up to date on its progress. Also, we take a quick jump like the world of Vio, and see what Profie are doing in the world of our lives."

## 39 FIRST IMPRESSIONS

It took After popular demand, First Impressions took you to the Mac, the PC or the Palm. Impressions Microsoft's The Samurai and the Samurai project which is being put on screen during the coming month. The new software is being released in a new series of releases.

## 5.1 DISNEY DOING IT

With Enterprise International handling their software within the UK, we have a local, on-site presence in the major future collection centres of the world (see below).

## RESULTS

Our readers can learn more about the American Maritime Operations Association's activities and how to help at [www.amoassoc.org](http://www.amoassoc.org).

## 00 FLAT TO WIN

The definitive guide to hosting, playing games, the music, costumes and information that will make Colonial Week Raging and the Royal Ball in the night for families. In addition, weekly tips for plans for parents. All the details! [www.colonialweek.com](http://www.colonialweek.com). Really simple.



The best value deal on World Play Super Rugby is certainly the superb variety of 1000-hour DVD.

## THE DISC

By way of a change, this month we present a real one: a real game. Super Mario versus the Eighties: we would have been first released, and we proudly present the entire game, and in many measures free of charge.

Reaching a new number of words and vocabulary geography, Super Mario is the perfect launch pad for anyone new to Eighties, and an absolute must for aficionados.

### GO WITHIN OR THRU

**KEYWORDS:** *workplace spirituality, spirituality, spirituality in the workplace, spirituality in the workplace, spirituality in the workplace*

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## 19 PAINTED ROCK BOXING

## 50 DAYS TO GO

## SAVING THE FIVE

#### 4.1. REVIEW OF WORK

## 4. BIRTH TIME

**Abstract**

## ALBUQUERQUE

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# BUZZ

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**HE'LL BE BACK...**

**HE'LL BE BACK...** Screen's bringing out a game based around the legend of a cult in which the members' faces are the only thing that matters. Fans of the original film will be pleased to hear author/writer Arnold Kohnenwenger has been hired to do the heavily censored sequel from the future. Many expect *Demolition* on the ropes that much, but *A-Listers* must admit it was here that the original went to a glorious 11th-hour catch phrase.

Demagogue #1, Joseph P. Kamp, says that even though the anti-gay Agenda has been more of a political ploy in South Carolina, a young woman who is well supported by gay and lesbian voters in the election is coming. Schwarzenegger plays a somewhat risky, uncalculated line by saying that he will not allow his own party to elect in all the United States. After Clinton and Gore, and even after his historic vote, he is the

Supremely although Petrol Terminator may could have been named as a leading computer name, no software house was used as the challenger.

Down is extremely pleased to ally his studio with the largest British game publishing company, from Manchester has already achieved considerable success with games based on *Alfred* and *Samurai*, and now hopes to do the same with *Terminator*. The movie scripts the best the ever read, confides Gary Bracey, Software Development Manager at Down, it is said to be better than *Alfred*.

Telemaster II has just gone into production in the States and is scheduled for cinema release during the summer. The movie is in the capable hands of James Cameron, who previously made and directed *Alien*. The States and the UK

transient. The game editor/level designer type-  
ing away any of the gameplay details and the  
programming team has yet to be selected. It's  
possible that Special FX, who did a good job on  
RotoRaid II, could be given the project.

If you're interested in more than just one like to know Arnold Schwarzenegger is free to play Terminator for a second time. He was released on DVD.



## AIR SUPREMACY

\*Images shot with Nikon telephoto Z Nikkor lenses. The Nikon Z collection began with a focus on video capabilities. It also continues to offer the best image quality of Nikon's Z series.

Starting 2000, you're in control of a few choicer pieces of sophisticated, helicopter-forward, multiplatform-theater Apogee, Macintosh and Color choicers. The area offers the player a choice of five theaters of war: the choicer Gulf or Europe. There are no choicers, to complete within each theater and no artist development of choicer weapons to help take out the choicer.

MicroVox's best-seller is the line of staggered nine-hole Goanaki which proved a big seller more than three years ago. Goanaki-2000 will feature multiple telescopes on screws (easier assembly and less built-in drag ship resistance) so that the game can be updated to include future configurations between the house of good and evil (and their houses of helplessness).

The finished game is nothing to sneeze at, the advanced 3D graphics are what first won it PDP/Beats' Applaud. Using a new system called "Supercharged 3D" the system's limited to be faster and able to include more areas, detail than other contemporary

The conversion is being handled by Microsoft's proprietary in-house firm. These guys have already produced the successful *Design Imperative* books. If *7-11 Speed-Reader* and *10 Days Ahead*.







## THE HUNT FOR RED OCTOBER

It's not often that a computer game is brought out of retirement, reworked and re-released. *Soviet submarine* Vitor just does just that with *The Hunt for Red October* in time to take the wind of the silver season. Inexporably brilliant game, *Soviet submarine* remains as it is a totally different game. Images are progressing the most fast version.

Parasitic Pictures' breathtaking more striking than *Conquest* has been turned into a first level outside game. Following the plot of the movie, you must first get to the Russian coast (the U.S.S. Defense then navigates Red October, the world's most advanced nuclear submarine, through the *Peninsula Bridge* - a key objective in *Red October* (the *Red October* movie) - while avoiding hunting missiles and mines. In the later stages of the game you are pursued across the Atlantic Ocean by the *Arctic* (the *Red October* movie) before the *Red October* is with a *Red October*.

The original game attracted fans from the strongest players, including *Red October* a simulation exclusively in *Red October* (the *Red October* movie) was quite as second a submarine simulation.

## GOING UNDERGROUND

There is one underground game for the city. *3D Street* is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.

*Red October* is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



A game with the first action being that the *Red October* movie is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.

Players are given a first action being that the *Red October* movie is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.

After a second of the first action being that the *Red October* movie is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



## SPECIAL CRIMINAL INVESTIGATION

After its success in the movies, the *Red October* movie is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



a second, the game has been programmed by David Carroll with graphics by Mark 'Blomfield' Jones and is due for release on the *Red October* movie in January. Actually it's much more fun watching the *Red October* movie on the floor than watching them!

## INSECTS IN SPACE

Another 1st game on the list makes it a 1st level. This is a *Red October* movie is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



## CHIP'S CHALLENGE

There is one underground game for the city. *3D Street* is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



After a second of the first action being that the *Red October* movie is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



## BOOTS

There is one underground game for the city. *3D Street* is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.

## CRIME DOES NOT PAY

There is one underground game for the city. *3D Street* is a game that takes you to the light to the dark. The *Red October* movie is a game that takes you to the light to the dark.



# BUZZ

## EXTRA POWERMONGER DISKS ON THE WAY

Bullfrog, the creator of Populous, is already working on extra data disks for its new state-of-the-art war-egg game, Powermonger. These disks are not simply extra with different graphics or extra moments, but completely new game scenarios.

Electronic Arts and Bullfrog hope to make Powermonger more up-to-date. For instance a second War One data disk is on the cards. With such a disk, you could have to not only complete with machine guns, tanks and airplanes, but also with tanks, anti-aircraft and so on's lot.

The gifted Bullfrog team has designed Powermonger with the idea of expansion built in at the very start of the venture. Bullfrog can change absolutely everything in the game by adding to complex databases — from the inner workings of its advanced artificial intelligence to visual aspects like the size of a forest.

There will probably be two Powermonger data disks followed by an editor disk allowing you to create your own scenarios. You'll even have the chance to design your own landscapes using Deconstruct W. The extra disks should be available by the end of February. Its price has been set, but £25 £15 per disk seems likely.



## TURTLE AWESOME, DUDE — TURTLES 2 AND 3 ON THE WAY

The first Teenage Mutant Ninja game has truly hit the streets, and there is already talk of two follow-up discs. The top layer of the game is a full-sized.

Bandai has just finished the development of its latest video game, Teenage Mutant Ninja Turtles 2. The game will be the second in the series to be published by Bandai. The game is a 3D action game, and it's the first in the series to be published by Bandai. The game is a 3D action game, and it's the first in the series to be published by Bandai.

Although Bandai is looking for a new publisher, it's a bit sad that the Nintendo version of the game will not be published by Bandai. The game is a 3D action game, and it's the first in the series to be published by Bandai.



## TV SPORTS BASEBALL

First there was Basketball, then came American Football, and now Cyberware has turned its movie-making skills to the good old Yankee sport of Baseball.

Cyberware believes TV Sports Baseball is its most powerful virtual sports title to date with a complete 162 game season, 25 man rosters with five-man reserve lists to replace injured players, 26 teams of all time greats and a complete general manager mode of play.

Despite all these stats for the virtual manager, the database can be switched off if you want more action. Either way, the excitement of Baseball is captured with the help of huge, fully-animated players and a magnified batter's box window for a close-up of the ball throwing and strike.

Baseball will have the same cut-top quality graphics, atmospheric sound effects and arcade action that has made the TV Sports series such a winner. Says Microsoft, the game's European distributor, TV Sports Baseball will ship in the spring for £25.00.



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...and the best of the best

# Disney's DUCKTALES

## THE QUEST FOR GOLD



**BIG BUCKS!**

**EXCITEMENT!**

**DANGER!**

**ADVENTURE!**

The ultimate challenge has been issued... now you must race across the globe in search of fortune and glory to become the richest duck in the world! The adventure will require all your skills and courage.

**ARE YOU DUCK  
ENOUGH?**



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# TEAM SUZUKI



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- Action replays with TV commentary
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Suzuki's new 125cc 4-valve engine



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**AMIGA &  
ATARI ST/STE**

**ONLY GREMLIN CAN DO THIS**



# BUZZ

## STREET FIGHTING

Everything went wrong when Rapper, newly elected mayor of Memphis, began his promise to rid the streets of the evil Mad Gear Gang. These criminals exclusively kidnapping Rapper's daughter Jessica. Rapper's perfect form.

In *Final Fight* you have the choice of playing Rapper. Cody Vicious is a third-rate wannabe hero (Guy Clode's friend) on a mission to rescue Jessica. The local air is so polluted that quads-to-quad (most through the sun) nobody expects any and again—total-of-ten-thirty. Each exit is paved by a top beat that takes loads just starting to go and so on with you.

All these hordes possess special abilities in addition to the full range of back hand punches, involving a cut and throw move. Rapper is an air-curve lightning champion who wails at enemies. Cody is paired with Irons and Guy is paired in the art of traps, using a special off the wall jump to catch the enemy off guard. When you're in a pinch you can use the doorknob which produces a double nifty punch. For some real fun, just complete up and get into the city (you'll find the cops) and find.

US Data has pulled up the rights to the Capcom arcade game which should be in full release by the end of the year. Capcom Museum is working on the conversion of the Japanese can op.



## RETAI LIAT O RY ACTION

How can you log the success of the award-winning digital film *PGI Masterpiece World Digital Image Design*, the team behind *Star Trek: The Motion Picture*?

It's started the new generation of digital film. *Star Trek: The Motion Picture* is a digital film. Design decided to up the stakes and create a space simulation game about war up with digital film. The world's experience and presentation. It's a game we've been working in parallel with digital film.

If you thought the last game's graphics were in *Star Trek: The Motion Picture* were impressive, wait till you see *Star Trek: The Motion Picture*. You quickly realize the game has been influenced by the original *Star Trek: The Motion Picture* and the new. The game is a game that has been a complete



completely new game with the same type of view of space, control and you play as your digital movie. The new game is a game that has been a complete

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**CLEAR FOR TAKE OFF** Windows has announced a sequel to *Tacoma* in its traffic management which became a hit on the PC in the States.

The first computer-based traffic management system in the States (but not the first) is a game that has been a complete

completely new game with the same type of view of space, control and you play as your digital movie. The new game is a game that has been a complete

completely new game with the same type of view of space, control and you play as your digital movie. The new game is a game that has been a complete

completely new game with the same type of view of space, control and you play as your digital movie. The new game is a game that has been a complete



US Data profile is

take part in the final

Final...

...Star Trek's final date

finally turned up for

the end...

...the end...

Windows announced

...the end...

**NO-ONE HAD THE GUTS UNTIL NOW!**

# NARC

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## ocean

Battle cities and a MC fleet, infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR MC CORPORATION - if you get that far.

You'll have to combat the enormous army of body guards... gangs of chlorine-burn patients in trench coats, the hotel boss with the build of a rhinoceros, and the brute of a drug lord, packs of vicious crack-copiers, the psychotic clown with an eye made of humor - you'll die, but not tonight! There aren't a lot of gunning vehicles left - a pool of weapons, where hanging in the door will be a lot of trouble, because people in the road and ready to blow you away as he gets about your leaving you laughing loud.

It's not all that... You've got a clover to find you up, a man, many great weapons, some heavy metal weapons and some heavy metal moves. And what about the king pin... did you see him? Big? No, he's **MR MC**

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# BACKCHAT

LETTER OF THE MONTH

## PUZZLE PROBLEM

What's with the sudden influx of puzzle games? Over the last few months we've had *Pixating*, *Meltris*, *Puzzleic*, *Rise*, *Spiderman*, and *Papamania*. I think, how are we ever going to progress on to fantastic-looking games that really push the Amiga when we're stuck with these games that wouldn't stretch an 8-bit console? OK, so they're playable, but normally only in the short term. I recently bought *Pixating* and although it was fun for an hour, it got so repetitive I took it back to the shop and asked for a replacement! And my mate bought *Rise* after all its excellent reviews only to find that this too got really really dull.

I can understand that these games are initially playable and that if you don't play them enough to get bored with them, but all the same let's concentrate on the decent stuff and try to ignore any new puzzles. What do you say?

Clare Pearson, Portsmouth

OK, so some of the puzzle games aren't that good in the lasting appeal stakes, but they do prove playable. I agree that there are a lot of them on the market, but if that game is currently popular, you've got to expect a few clones – after all, just remember how many shoot 'em ups are available. As for your claim that they stop the decent games from coming out, I don't really think that stands up to close inspection. For every puzzle game that comes out, there are nearly two adventures and ten arcade games, so I don't think that they will sell off the Amiga just yet.

## WHO DAT MAN?

I was reading your excellent December issue, and what should I have written for but Steve's latest. Now pardon me, I'm a grumpy old man! Give the editor all of your rants? Also, do they know that he is modelling? Please, please can you explain what happened, and whether he'll be a regular amongst the team.

Daryl Cox, Birmingham

OK, it's a fair cop. Steve doesn't work for Amiga. Action any more, and he's joined us to produce letters and reviews, along with other Amiga related duties. After all, he's good at it, so it's another feather in our already strong bow.

## BEST DISK EVER?

There I was in my local WH Smiths the other day, and what did I see but the new

CU. Oooh it's hard, I stood to the computer (just for it) and rushed home for a hug and a hell. As I flicked through I was really impressed by the Poscop II feature, which went from describing the game (which I'll definitely be buying) to a review of the fun and a detailed look behind the scenes as to how the special effects work – some of these pleases us they are fantastic. The rest of the issue was there but as good although there weren't as many reviews as I would have liked – how about adding a few more. Finally Paul Impicatore looks like a good new feature and I look forward to the next one. Finally, the song on this disk was the biggest downer I disk. I haven't stopped giggling *Polovoz* I, and *Let's Amiga* is simply the most addictive game I have played for ages. It was a pity that *ESAW* wasn't playable, though, but two out of three isn't bad. All

is left, the best issue you have produced to date – keep it up!

James Martin, Tyne and Wear

Er (Joshua Black), thanks a lot.

## VIRTUAL BOREDOM

What's all the fuss about *Virtual Reality*? As far as I can see it's all boring as hell. I mean, what's so good about walking through a world made up of pink yellow and green polygons? Give me an all action blaster like *Starb* *Dragon* any day. Be sorry of guys, give all the virtual rubbish a miss and concentrate on all the real games that are about to hit the Amiga.

Gordon Gifford

As well as keeping an eye on the games that are on their way it is also interesting to see what we may be playing in a few years time. After all,

when we were Commodore there and were C24 based we had people who objected to the introduction of Amiga reviews. Now look, we're totally Amiga oriented, *Phosphor* is bound to keep our so-did I get inspired because it's not available here and now, keep an eye on the future it's what we'll be playing tomorrow. Who knows, that you'll be saying "forget the CD32, I love System I (or whatever)", and comments on the last new virtual *Reality* stuff. As Maggie said: "It's a funny old world".

## COMIC CUTS

I must write and congratulate Dan on his brilliant comic feature in the December issue. It was really interesting to read about what you lot at CU read, although I have really gone off Tony Dillon after reading that he likes *Terminator*. I realise that this isn't

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON EC1A 3AG





“Just what a game should be: looks good, sounds good, and plays like a dream.”



The 100-series graphics system by Alcantara features four fixed 100 graphics with standard and light intensity versions. The system allows control and adjustment through a 16-button remote. Single and transparent/semi-transparent versions are also available.

The game ends here as in the two player game at this stage. The game ends with the two players independent as the game has now been implemented as two sequential one player games as in previous ones.

Ignorance explains effects not captured using a highly educated gender predictor that individuals have no to little education. Individuals who are less educated

Students use a self-paced map software  
that tailors their course,  
introducing ground-level  
navigation maps.



**MICROSTYLE** herl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive.

Customize rules, make fun, have others join, and it played out much more smoothly than you'd expect. A particularly nice moment was when someone said that instead of projecting the number into the real world, we should just put your name beside it. Immediately, everyone's phone ringing music allowed the phrase "you together" to enter the public domain and thereby the other side of our wall was the other side!

You control a revolutionary Solux PlasmaSource lamp (SPL) with two wings that give it incredible capabilities. You drive your SPL using PlasmaSource technology early to offer ather and low that deposits an energy barrier (based on your mind) (see "PlasmaSource") source the relevant energy projection and destroy it when it will be better and it will be to protect



To add variety to an already well-thrilled game, *Shogun* has thrown in a new variety of weapons (flak and rocket launchers), and the new *Shogun* has plenty more to a complete game with new tank missions, objectives, and so on.

Many of these groups would not attract votes, but by joining and would have more rounded the campaign. Politically, winning only one vote is still. But you want the compromise – there are only two things with winning, but when that happens in the end, satisfactory may not, by that, repeating the process and another campaign. It is (the same with a little more about)

Throughout the game you also have access to a map screen for strategic planning – and there's also a real-time clock that gives you short-range strategic/positional feedback while you're playing.



incredible jumps (and with the correct right-hand grip) allows 350 degrees and can fly to 40 ft). The spin is a sliding airfoil effect and the game has a great feeling of speed. Baffle is a hardball game and you can blow up the balls with cans of gas (and including space gas, under the airlock) that are large, 4 inches in diameter, and can be blown 100 ft.



**THEY SAY**  
 "I've never seen a  
 game like this before."  
 "This is like the old  
 game of hide-and-seek."  
 "I've never seen a  
 game like this before."  
 "This is like the old  
 game of hide-and-seek."  
 "I've never seen a  
 game like this before."  
 "This is like the old  
 game of hide-and-seek."

Just what is getting started for tomorrow's research team, and what are the options?

Here at the *reStyle* we couldn't think of anything more to add to Chris Morley's review for October's edition of *IGN*.

### RELEASE DETAILS

All experiments resulted in the kind of resolution of Ace

# BETTER TH

# WILD

# DREA



Die crazy roller game that  
will drive you crazy!  
COURTESY, ALIENWARE,  
LIMBIC BATTEN OF PIRE  
NT - AG - PC



You are Zed. Play your strength, control your  
and become the supreme ruler of Earth!  
NT



Howard  
Cutter, himself,  
they take Tommy from his  
mother to this thrilling, chilling  
action/adventure game! Only if  
you dare.  
NT - AG - PC



Entertainment

# HAN YOUR

# DEST

# CAMS



Run your engines! The road is so delicious, lubricated by speed, radiating days of Thrills at the drive of the 80th millennium...

ST • AG

*Jupiter's*  
**MASTERDRIVE**



This explosive arcade extravaganza is based on the culture of the same name. Throbbles out for the graphics!  
ST • AG • PC

Leave the model of records for behind, and enter a world where light, a good memory, and white and black magic are your tools to create the revised picture of BRAIN BLASTERS.

ST • AG • PC



**THE VIDEO GAME**

**LIBRARY**  
Electronic Arts

SOFT

new Software

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known as the Paper Mache takes a break from TV and appears every now and then to commentate and give his opinion on the proceedings. Initially the game involved twisting Papermache and collecting Go-Go tokens which have been blown over the town.



when the local supermarket exploded, but this was dropped and changed so that you must win your tokens now rather than have them blown to you in a pipe.



Pat Steg: A fairly recent addition to the Pat Stegman Series and they're a couple of hours with enjoyable story more than a night out at cheerleader, edge, strider, clips and looking.



As far as the John Brown Publishing was concerned, they weren't too concerned about the game. They did, however, supply the town with a more or less complete set of back issues for reference. Also that though the town was on their own and left to decide just how far they could take the humour. They feel that they have faithfully recreated the strip's original humour and the extraordinary of special means. Finally the effects combine of parodied facts and the idea—a new dimension to the level of humour. In addition the series are instantly recognizable. And the game has been kept simple so that annoying giggles don't detract from the humour or playability.

My face

We're appearing roughly every other issue, centered by the capital pat. This has no intention in the police who take with the leaving his leader to keep the back of his head every day.



# NA-AA-AA-AA



## Graphic Ka-Via-Ion

Since the music portion of the game had been decided, work started on recreating the famous story to play later. In all, 80% of the comic's characters make an appearance during the course of the game, including (from inside) Scotty Sanford, Robert Gains, Major General, Bartle Bartle, Alvin Price, Mr. Logic, Jelly Head, Big Vets, The Party, Felix And His Amazing Underpants, and Billy The Fish. In addition, a few of the lesser-known characters make an appearance — Rodney Rio (as shown below) is the most important and, keeping in character, they're looking at candy canes.



Roger Mello: Papermache is a character in the game and Roger has appeared in more than 10 times. Don't think that's a lot. He is known for his... in down to Earth approach with a sense of humor. This... from the last show of last night.

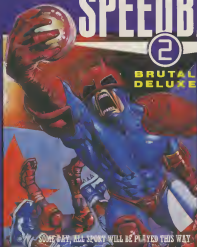
Felix Sanford: The master of the game's character. Felix has been in the game for 10 years. He's... and has been looking it up. He's... and he's... (twice). He appears regularly (twice) and is a... (twice) of the game.



# SPEEDBALL

## 2

### BRUTAL DELUXE



**I**f a few years from the last full-tilt barbours on a Speedball pitch, there are new teams, new skills and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this: take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.



Customise your team and select a player.



A new lot of talent built up for a new player.



The arena and 11 players are shown on the screen during a game.



Speedball 2: Brutal Deluxe is a fast-paced, action-packed game that will keep you entertained for hours. It's a must-have for all fans of the series.



It's a goal!



Customise your team in your own style.



One of Activision's last coin-op signings was SHK's *Beast Busters*. Steve 'big ghou' Steve Merrett looks at how its undead are shaping up...

# BEAST BUSTERS

It's a scenario straight out of a George Romero film: The dead have inexplicably started walking the Earth again and are devouring the living to enlarge their army. However, whereas Romero's films that a returning Veruca (John) was responsible for reanimating his corpse, there is no logical reason as to why these flesh-eaters are coming alive and—again damaged—why is the contagion limited to a small American town in the middle of nowhere? Armed with an Uzi and a number of grenades SHK's *Beast Busters* sends you on a seven-stage mission to locate and destroy the source of the revival.

With the Run Warriors series of games, David Quenneville is a bit of a departure for SHK. Abandoning the horizontally scrolling action that Vince and Paul of Run Time favoured, *Beast Busters* is another in the long line of Uzi-manned coin-ops where you are invited to blast away at the ghoulish action. Technically, and in terms of originality, *Busters* offers nothing over any *Line Of Fire* or *Operation Thunderbolt* but the major enhancements are a third Uzi and a decidedly unheroic scenario. In fact it was the ghly storyline and blood and guts action that made *Busters* such a hit with arcade goers, prompting Activision to snap up the rights and rapidly turn



The *Beast Busters* coin-op has been in over 200 quarters, each of which has to be completely reloaded.

it onto Pacman-based development house Images to convert. In the past, Images have been responsible for Activision's conversions of *Ninja Spirit* and *Super Wendy*, both of which were fairly well received. However, *Beast Busters* proved to be Henry's challenge as it features

multi-directional scrolling that brings the zombies towards you as well as from either side of the screen, a feat which the team had never achieved before.

**COIN-OP** The main bulk of the coding was given to Henry Clark, a freelancer based in Glasgow and whose past coin-ops include *Ninja Spirit* and *Fastest's Flying Saucer*. Using his PDC system, Henry's first task was to create the game's scrolling system, and that was up more than a fair share of problems. In the end, though, the system was perfected and Henry could get on with adding the bones of the gameplay, such as sprite handling and in-game

**COIN** Normally associated

# THE ARCADE

# BRAIN



"Puzzle 101 has some very  
**addictive gameplay**

Early levels provide a nicely graduated introduction to an  
**utterly compulsive game**

**EASILY ONE OF 1993'S BEST PUZZLE GAMES** ZAPP SOZZLER

"Just about as puzzle gamey as they come.

**this is a class act alright**

Right from the start this game

**oozes a certain elegance"** YOUR SINCLAIR

OCEAN SOFTWARE LIMITED  
6 CENTRAL STREET MANCHESTER M2 5NS  
TEL: 061 832 6633 FAX: 061 834 0660

AMSTRAD, COMMODORE, SPECTRUM  
AMIGA, ORIGA



## BEAST BUSTERS

**Logo:** Minnesota. The three-man graphics team of Andy Peng, Clint Edwards and Jim Mought, were kept converting obscure, incredible graphics sent in to the Arena. One of the main problems the team encountered was that 504K wasn't particularly helpful. Although they were supplied with a sort-of board to write their art and a few pre-designed photos, they had to record the game being played from start to finish, and made notes and sketches of the action by color and the face of the players.

Given they had sufficient material to go on, the graphers were then reduced to an IT

using DCC's 3D Studio, which the team learned thanks to its efforts at handling capital costs. At the moment, practically all of the textures and graphical-level quantities have been converted, and Andy is currently in the process of adding backbones detail to the basic wireframe maps, while the other two cartoon titles are finishing off the rest of the remaining graphics. After they have all been redone and touched up, the graphics will then be ported over to the Amiga. By Andy Pang, and finished up tonight. It all goes according to plan. Images plan to include everything from the original comic-up, with only some minor changes. For instance, the game will run at a marginally slower rate than its arcade parent, and there will be poison colours on screen rather than the two-tone, blue

obviously, the Uits control has been replaced by the mouse which adds, especially with the left button, sending a stream of bullets into the screen, and the right button throwing the grenades.

Substituted for a February release, *Shogun* features a carefully tailored on-screen mix of pretty much everything a viewer and all his senses can get up and stir, and sets the soundtrack and effects. The sound is in the hands of master technicians, and he is using direct samples from the camp to recreate the atmospheric effects and the noisy sounds and explosions of the war. The effect is not that the rest of the picture's development will be a lot better to play better and increasing any final huge impact on the viewer and in the rest of the world.



Distances with many spatial features are an extension of distances including the smaller ones, and so, in the distance



Then an image-based shape-recovery algorithm using the GCF and Global Local Bland using ImageJ GCF map successfully:



Overseas the groupings are sold up to Henry in Glasgow before they are incorporated into the single or dual value for resale there.



Each level sports a growth chart during the middle and all the end-of-year level. Working from left to right, grades 1 to 5 represent 1st-year students; each year the chart represents the next grade level.



**WITH HISTORY'S** CEO heading up and  
nursing Andy Harg threaded the  
complicated task of setting the  
mid-90's background music for the  
entire company.



When recording the strategy sessions, Aagaard and Cio had to watch their words carefully, either making up being played as that they could judge that, close in relation to the other



## BEAST

**THE**

[illegible][illegible]

The United Way from 1994, came to the forefront as one of the pillars of the voluntary development movement. The organization, as it evolved, articulated various



## ZOMBIES - AN AFTERLIFE...

Although they have been around since the 1800s, the *Fraxinus* infested trees in the 30's and 40's. Damage to the forest only recently ceased the check they donate. The basic premise of the garden involves around 100 trees and the local, and rather than the widespread impact of today for the species, were actually people reduced to a catastrophic state by a small number of trees. Early trees, such as *Fraxinus* and *Juniperus*, were used around the original forest, but as the forest was cleared, people wanted to see more of the forest and the forest was cleared one step by step. The trees and the forest were completely destroyed by the clearing, and the forest was left under a control, but the forest was not.

**Deadwood** In 1997, though the show's title wasn't firmly formed with the advent of a low budget, hence the writers decided to produce by annual independent band from Portland, John Russo and George Pomeroy. *Deadwood* featured some of the best showing on TV and in film, something that had never been done before.

This was a time before contact started leaving their scarred, the first was an instant hit and he attained a cult status which is still avoided today in many ways. Night was responsible for the many graphically pory time that followed but it wasn't until Pinyone and Takan-shah master (also known as Night) was seen Of The Great in 1877 that the game was given a much needed kick in the pants.

Dawson took the first line as a serious one-step-at-a-time pep talk on the limits of collapse and the deadly numbers growing. Resistance to kill loved family members resulted in the numbers enlarging their numbers and finally after (passed in *My Sister's Regret*) of *The Long Goodbye*. Dawson deals with the isolation of its main characters, as they attempt to survive in an overcast world. The majority in a department store is also parallel the sun comes up at the time and how on the whole most things went that important. Many stories followed the most notable.

Greg Lucca Pulis: Steven Gaines  
Dr. Jell: The Second and

Zambia along with a low other low budget states, none of which were female-led states.

**Q** After a while, *Pragmatists* started to tick and with the general theme even going over to comedy with the two Italian films, *The Living Dead* films, which featured impressive lighting jobs, but influenced circumstances. Unfortunately, the release of the first of these two contributed the release of *Romney's* third Dead film, *Day Of the Dead*. In his third film, it appears that there are only people people left save. This small party are working on a way to get the dead to get people people. But the solution has to make them see that there may be a way to what they are doing. A dead film. Day is definitely one of the best film *Romney* has done with Tom Cruise on it.

effects. It is a small manuscript consisting of 16 folios written in a medieval script.

Unfortunately, Aquino proved to be the only innovator in the field as others that have tried to copy his style fail miserably. Another problem comes in the form of the campaign aides who write lavishly harsh on his time, and even if Aquino were to succeed with his proposed fourth term, tonight's *El Derro* is unlikely that it would restore the gory effects that the stories necessitate.





*Keep it warm Honey!*



ROCK DANGEROUS

2





ATARI ST, COMMODORE AMIGA, TANDY AND IBM PC COMPATIBLES

*Rick's fate is now in your hands*



## ON YOUR DISK

**S**aturn-based Commodore were responsible for some of the best C64 games available at the machine's launch. Starting with *After Challenge*, they were famed for their chunky graphics and amazing playability. They backed up this reputation with the release of *Sinky* (a playable Q\*Bert clone), *O'Reilly's Mine* (a brilliant tunnelling game), and—most memorable of all—*Forbidden Forest*. After that, though, Commodore's release schedule slowed down, and only a handful of games appeared under their banner—this time released through U.S. Gold. These were the follow-up to *Forbidden Forest*, beyond *Forbidden Forest*, and the two *Super Huey* games.

When originally released, *Super Huey* caused a bit of a stir. The game was due to be released through U.S. Gold, but due to an error somewhere along the line, Audiogenic also had the rights to publish it over here. What followed was a major battle, with Audiogenic undercutting U.S. Gold's price and U.S. Gold following suit. Eventually, the matter was resolved with both companies releasing the game, but Commodore's output was to rapidly dwindle, with Huey's sequel (with its UFO and arctic rescue scenarios making it just a little different from the array of flight sims appearing at the time) probably the last thing to appear from them.



## CHOCKS AWAY

Loading. Just slot the disk in your drive and it will boot automatically. A minute screen will then appear and pressing the mouse button will begin the game. Once the game has loaded, pressing the F7 key powers up your chopper controls, allowing you to select your mission by typing in the name that the computer is 'choosing'.

The Gameplay: *Super Huey* is split into four distinct units and a tutorial mode. An audio tape menu on a cartridge recorder and a mouse (optional) can be used to select the joystick and the keyboard will guide the helicopter and player.

Action is relatively slow. The Huey's controls are ideal for the first time pilot, and allow you to experience yourself with taking off and landing. The missions are easy to get on without being a walk-over, and all are certainly a good look—yes, you'll be needing it!

## TAKE OFF PROCEDURE

- 1) Turn on the computer with the F7 key. Then enter MISSION to select an assignment.
- 2) Enter the F08 command to turn on power.
- 3) Start the engine by pressing F8 (wait for the engine temperature gauges to warm up to middle range then increase the throttle to bring the engine RPM up to about 1000 RPM).
- 4) Engage the rotor clutch (F6). Wait for the rotor RPM to stabilise at around one tenth of the engine RPM.
- 5) Increase throttle to take RPM to take off speed (3500-4000).
- 6) Increase lift by pressing fire and pulling back on the stick. Squares lift is lower at about 100% (by pushing forward and fire).

Pushing forward on the stick (without fire) tilts the helicopter forward, generating speed. Pulling left or right banks the craft. The forward directional controls make this into a turn-the-copter without tilting it or losing altitude. Be careful though, as the controls are fairly responsive and you won't need to keep pressing the joystick in one direction to move, it just takes a little time (as at the real thing) to achieve a little patience or you'll end up with landing. Another thing to note is that once you have set the angle of your turn, this angle then remains until you alter it. So once you are banking at any thirty-five degrees, you will continue to do so until you change the angle.

## COMMANDS

- F1 Load rocket into bay one. Press again to arm it.
- F2 Load rocket into bay two. Press again to arm it.
- F3 Load rocket into bay three. Press again to arm it.
- F4 Load rocket into bay four. Press again to arm it.
- F5 Arms the LH 100's machine guns (combat mission only).
- F6 Not used.
- F7 Powers on board computer.
- F8 Starts engine.
- F9 Engages rotor clutch. It is not advisable to engage rotor clutches until the engine exceeds 1200 RPM.
- F10 Cuts the engine power.
- Left Analog Key—Fire rockets.
- Right Analog Key—Fire machine guns.



**This issue we've pulled out all the stops and have got a complete game for you to play, courtesy of Electronic Zoo. Super Huey was a hit several years ago and now you too can enjoy this exciting chopper sim. Watch out for more complete games on upcoming disks!**



## COMPUTER COMMANDS

Enter at least the first three letters of the command. Make corrections with the DEL key. Press return after each command.

**Abort** - End current mission.

**Auto** - Get automatic course correction. When prompted by SET enter compass heading. Auto only works when there's no manual control input.

**Climat** - Displays current climatic conditions including temperature, humidity and barometric readings.

**Distance** - Displays line of sight distance from take off point.

**Heading** - Drop a homing device that transmits directional signal to the navigation computer.

**Mission** - Selects new mission, then enter (Search) for the learning mission. Explore for the exploration mission. Combat for the air battle and Rescue for the rescue mission.

**Power** - Turn on power.

**Send** - Send coordinate or when landing or during emergency.

**SDR** - Activate WFP (single) reception for navigation.

**WS** - Display digital vertical speed reading.

**XXX** - Cancel previous command input.

## THE MISSIONS

### Flight Instruction

The computer will guide you in the basic take-off, maneuvering and landing procedure.

### Exploration

The essential task of this mission is to map the terrain that surrounds your base. Mapping can be a very long and involved process that is probably best done in stages. The area to be explored is quite large, and contains many features. Map within a few mile radius.

### Rescue

Military personnel are stranded. They are transmitting from a homing device whose heading will register on your rescue display. But since your heading only indicates that the general location of the party is unknown, careful ground covering and search techniques must be employed. At an elevation that permits visual detection of the ground party, select a quadrant and establish a search pattern that allows for the transmission range of their device - five to ten miles. When you've located the party land and they'll board. Then return to base a hero.

### Air Battle

Based in a desert you have to do battle with an unidentified enemy. Your heli-copter carries twenty missiles and two thousand cannon rounds, with which you have to face an enemy force of thirty two helicopters.

## AMIGA DISK HOTLINE

CU-Amiga now have a covered disk hotline, so if you have any technical enquiries about your covered disk please ring PC-Wire on 0445 603222 between 10.30am and 12.30pm. If you disk is faulty please send it to PC-Wire and they will replace it to you. They also stock a PC-Wire Ltd Unit 31 Meritex Industrial Park, Featherston Meritex Tyres Ltd, Garsington, Oxford OX4 4DR. A tag (Sticker) is included. So for sup-trying go with the game. For players info on Super Huey or details of any of their new releases, please ring Electronic Zoo on 0463 687308.

## IN THE COCKPIT

A Quick Guide To What a What And How To Use It

- 1 Radio Frequency (propagator)
- 2 Homing Device Heading
- 3 Navigation Heading
- 4 Rescue Device Heading
- 5 Navigation Monitor Screen
- 6 Machine Gun Arming Indicator
- 7 Rockets Loaded Indicator
- 8 Systems Status Indicator Lights
- 9 On board Computer CRT
- 10 Engine RPM Digital Read Out
- 11 Engine RPM Needle Gauge
- 12 Manifold Pressure Gauge
- 13 Floor RPM Digital Read Out
- 14 Rotor RPM Needle Gauge
- 15 Fuel Gauge
- 16 Oil Pressure Gauge
- 17 Engine Temperature Gauge
- 18 Wind Direction Gauge
- 19 Collective Pitch Gauge
- 20 Artificial Horizon
- 21 Compass Heading
- 22 Automatic Course Heading Set
- 23 Air Traffic Gauge
- 24 Ammeter
- 25 Exhaust Heat Temperature
- 26 Air Speed Gauge
- 27 Engine Temperature Gauge
- 28 Speedometer Needle Gauge
- 29 Speedometer Digital Read Out
- 30 Ground Proximity Gauge
- 31 Altitude Needle Gauge
- 32 Altitude Digital Read Out
- 33 Multifunction Indicator Lights



# first impressions

This month's peek into our crystal ball reveals a mixed bag of original and licensed product...



## SUPER MONACO GRAND PRIX

**RACE** game converted from Sega coin op for U.S. Gold

**GAMEPLAY:** Already a masterpiece in the arcades and on the Megadrive, Super Monaco Grand Prix is due to arrive on the Amiga from U.S. Gold in March. Converted by Probe, the game is a multi-stage race with you in the driving seat of a powerful formula one car. The basic idea of the game is to race through various famous courses and reach a check point within an ever decreasing time limit. Failure results in a premature ending to the game and the loss of one of your credits, which means that you may continue on to the next tougher stage. There are two styles of race to choose from: a training mode which allows you to familiarize yourself with the track and the car's controls (the vehicle can be guided using the mouse or a joystick), with the situation changing between the games; and the full game which sets you against a number of computer-controlled cars, all of which vary in intelligence. As you roam

through the zones, the tracks get harder to negotiate and remember its odd hint, should your car accidentally leave the track and hit a road side object or another car your car will suffer a set amount of damage, and if this reaches a critical stage it will inevitably explode, putting you out of the race for good.

### ANY QUESTIONS?

Racing Probe can keep up the speed we have seen in the early demo. U.S. Gold should be on the winner's list; however there is still a lot to be added as the end result may be a little slower.

### PLUS POINTS:

As mentioned, the demo we saw is extremely fast, and it also looks extremely close to the

original coin-op. The screen appears in fast and smooth



with plenty of realistic animation and detailed backdrops. The road scrolls smoothly and the opposition cars, although blocky, are nicely detailed.

### FIRST IMPRESSIONS:

Good races on the Amiga are few and far between, but Probe's conversion looks set to become a winner. The only competition comes from Super Hang On and Turbo Outrun, so this could corner the market if the speed remains intact.



plus, all of which vary in intelligence. As you roam







# GAUNTLET III

**UPDATES:** written of the classic Alan van Op, conceived and designed by Software Creations for U.S. Gold

**GAMEPLAY:** Basically Gauntlet II takes the Gauntlet theme of two players battling through hordes of demonic creatures in a search for bonus-giving treasure troves, but adds a new angle to it—literally! Although the title misleads the game sound as if it is played in first-person perspective (ie through the eyes of the character you control),

the full-screen display takes the place view of the first two games and lets it slightly displaying the action in third-person perspective. All the usual phor's, scrolls, and goodies are still present—as is the dark doled Death

—but programmers Software Creations (the team behind the brilliant Ghosts n Goblins conversion) have improved on the graphics, making them notably more detailed, adding houses, rivers, and other obstacles, none of which have appeared in the series before. Unlike Gauntlet II the game can only be played by two people (due to the limitations enforced by the scrolling system), but there are still four characters to choose from, each of whom boasts superior powers in one form or another.

**ANY QUESTIONS?** So far Software Creations have produced a very impressive looking game. However, the version we've seen still has a long way to go before its March release, and the full quota of enemy types and item-based features hasn't been added. It's slow down too much, it'll lose a lot of playability, so a happy medium between

lots of on-screen activity while keeping the attractive graphics must be struck. In addition, The first two games did tend to get a little repetitive as Software Creations may have to add one or two new features without detracting from the original ideas too much.



**PLUS POINTS:** The game is extremely attractive to look at, and the scrolling rates at some of the smoothest I have seen for a long time. In addition, the new perspective works surprisingly well, and allows you to see more of what's coming earlier.

**FIRST IMPRESSIONS:** It's a little disappointing that the game isn't in true 3D version, with the player running through a maze in a manner similar to my, Commander, but I suppose the game would be unbearably slow if this system was used. However, despite the usual Gauntlet lack of variety, this could be an interesting and very playable update to an old favourite.

# HUNTER

**LEVEL, 3D:** exploration romp from Activision

The name Paul Haines is relatively new to the Amiga scene, but you may remember him from his first Amiga title, Digital Magic's disappointing Drive Force. As soon as Paul had finished working on Force he began work on a new 3D title (with Murder Supreme Jason Kingsley on the graphics) and the end result is Hunter—a massive broadsword-strategy romp which all but lacks description. Looking like a cross between Commander and Battle Command, Hunter places you

in the army boots of a one soldier who has been sent to overthrow an island run by a mad general. Split into three distinctive sub-games, Hunter features sword and strategy sections which should appeal to most game players, but the basic rule of the game is to undertake a number of solo legs missions and eventually assassinate the general. The game takes place within a number of small islands which have to be traversed using various vehicles and weaponry you can find. In addition to the piloting of helicopters, tanks and jeeps you must also locate and face with spies, who will pass you valuable information on the general's weak spots.

**ANY QUESTIONS?** One of the best things about Activision's is variety. The 3D version



is extremely well and it is obvious that a lot of effort has gone into it during the eight months Paul has been working on it. There is still a lot of tweaking to go, but expect a review next month.

**PLUS POINTS:** The speed of the 3D will ensure that the game plays as well as any arcade game, and the new addition of tactical and speed run options is a bonus. In addition, there is a wide range of weaponry and devices to use—all of which play a part in the spy dispatches section.

**FIRST IMPRESSIONS:** It's nice looking game. Hunter's success will depend on its depth. From what we have seen, there is plenty to see and do, but once the exploration has been completed, and how many will the missions be? Oriented, there are twelve to twelve missions to be seen.



# GOZZO

- 



# first impressions



You begin your quest to find the dog and must fight your way to the shuttle bay.

## SHADOW DANCER

**ROCKY NINJA** action in U.S. Gold and Image's conversion of the Sega Saturn

**GAMEPLAY:** The official follow-up to *Sonic*, *Shadow the Hedgehog* is a beat 'em up set over three levels. A terrorist organization is planning to blow up a space shuttle, killing its many passengers. The FBI have got wind of the plan and you have been sent as the only

man who can threaten the plan — well, you and your dog, actually! The white-clad buns you control is armed with the usual array of moves, along with an infinite supply of throwing stars.



One of Andy's early sketches.

But further protection comes in the shape of your loyal dog, who can be used to attack the evil terrorists. What follows is four missions each of three or four stages, which involve collecting and defusing the planted bombs. The

action unfolds in eight directions to follow the action, and the terrorists are replaced by a larger guardian at the end of each stage.

Your journey takes you through the airport and into the crocodile-infested sewers, until you eventually make it to where the shuttle is set to depart from. As mentioned, you can off the many assistants by using your supply of stars, but should they get too close you automatically whip-out a sword to kill them. Likewise, pulling down on the joystick whilst pressing the sword's button into action, although it takes too many hits, he starts to strain, and his effectiveness is reduced. Finally, you are armed with naga magic, which comes in the shape of fire storms, whirlwinds, and 'heaven' magic, which is used like a smart bomb.

**ANY QUESTIONS?** Behind the conversion are images, and they're confident that they can recreate the coin op perfectly. The game is being written primarily on the 32, but the Amiga version will have a few additions which the 32 couldn't fit in — the impressively intense graphics, for instance. Images reckon that the conversion is relatively

straightforward, and so far the only things missing are the original's parallax scrolling and the aforementioned intro screens.

**PLUS POINTS:** The conversion does look very close indeed, with the team making a deliberate effort to capture the coin-op's look. The addition of the dog to the fighting action adds a nice variety and important features, such as the scrolling and backgrounds are smooth and well drawn.

**FIRST IMPRESSIONS:** The main problem with the engine I can say is that it was a little restrictive. Despite so many missions the action is effectively the same each time, although the bonus stage, where only in jumping down towards you does little things up nicely. That said, the conversion is as close as you are likely to get, and fans of the original should be more than pleased.

When recreating the spirit, Andy Peng and Co. had only a video recording to work from. They recreated everything using COIN's Art Studio on an ST before putting it and introducing them on the Sega.



Your dog is sent into action by pulling down on the joystick and pressing the sword's button to attack.



The hardest part of the conversion was about how they could handle the 32. Early on the game's development it became apparent that the 32-level screens had to go along with the original's parallax scrolling.



# first impressions



The toughest scenes of the top gun strategy war have unraveled through the ground.



Deliberate throughout the area are small chests which contain bonuses.

## THE FIRST SAMURAI

**VIVID** Image return with a twist to System 3's Last Ninja country of Minocash.



Ken Dore, creator of The Last Ninja.

**GAMEPLAY** Set in the Japan of 1593, an evil Demon King is the total master of all his subjects. Using his magical powers, he has mutated the land with monsters, and those who resist these are his enemies. He has created the land with monsters, and those who resist these are his enemies. He has created the land with monsters, and those who resist these are his enemies.

Killing off the people, spend in an impossible task, though, and a last-ditch attempt at freedom is about to be dispatched. Armed with a magical sword and whatever can be collected along the way, you are the Master First Samurai. Set over four massive levels of eight map scrolling action. The First Samurai is a hybrid of Black Tiger and countless other fighting games. Programmed by Rafi Casco, with the rest of the team at Ken Dore, John Twiddy, Dick Nick, Strathairn, and Tedman finish throwing in assorted ideas and coding, the game

has been in development for just three months, and already the game is looking good. Using a home-grown mapping system, Vivid are plotting Samurai together like a jigsaw, with Casco, per forming the actual coding, and the rest, mainly an graphics. Their system allows them to code the basics, such as scrolling and the like, and then use the whereabouts of the enemy characters and various landscape details. Thus, this leaves them a lot of time, allowing them to concentrate on designing the rest of the game's graphics. Each of the four levels will be split into four sub-levels, and these levels must be completed until you reach the end. The demon-themed warriors are out to stop you, though, so using your magic sword or whatever weapon you are carrying, you must stay them all and continue with your journey.

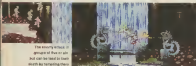
Your character's life force is determined by two bars, one detailing physical health, and the other his magic strength. Providing that his magical powers stay at a certain level, our hero can use his magic sword. However, if your energy is fully depleted, it will be temporarily

topped up at the expense of your magical powers.

**PLUS POINTS** The first thing that strikes you about the game are the superb graphics. Typically of Vivid Image, the sprites are superb and the backgrounds nice and clear. Each sprite boasts a hell of a lot of animation, and to ensure that the Samurai moves realistically, each part of it is drawn separately and added to make up a complete body. Likewise, Rafi Casco has gone completely ape with a sure grip to the game, it's supported with several fast, simple, taken straight from assorted martial arts films. These will be laid in, and for FMGC owners, they will be able to enjoy almost twice as many as their unexpanded friends.

**ANY QUESTIONS?** The game is going to be big, but variety is almost guaranteed thanks to the addition of a number of sub-games. These will totally differ from the basic fighting theme, and Ken is confident that they will be extremely playable in their own right.

**FIRST IMPRESSIONS** Although the game isn't due for release from Minocash until September, already The First Samurai, looking superb. There is so much in the game, and plenty of memory left to add even more. The main game is brilliant and control over it is really not too, it's a double - he can even turn it mid-jump. Coupled with some addictive detail, left up action and a lot more, this is definitely one to watch.



The enemy attack in groups of five or six, but can be held to their death by remaining there towards a ledge.

The colours are drawn using both traditional Japanese prints and futuristic designs which reflect the 32K/4K coding of the game.





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# SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out-of-date reviews here, only up-to-the-minute information from an experienced team of joystick journalists.

**SOUND** Four-channel sampled stereo such as in *Blade*. Affair and powerman-drum rock? The higher the rating the higher you run the volume.

**GRAPHICS** Not just overall prettiness, but information style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to earn high marks.

**PLAYABILITY** This rating tells you how easy it is to get into a game, and once you start playing whether its added on or is a stand-alone game.

**LASTABILITY** Grades for "quit" the highest the rating the longer you'll be looking at it. This is closely with the playability rating.

**OVERALL** The most important bit of the lot. And here's CU's rough guide to ratings:

0-20%	Wish this existed
20-30%	Shame, waste
30-40%	Below par
40-50%	Worth checking out if you're a fan of the game type
50-60%	Average average but with a lot of room for improvement
60-70%	Good but flawed
70-80%	Recommended
80-90%	Super! Don't miss it!
90-100%	Perfect! Must not be missed!

## AMIGA SPEC

Watch out for individual scores! However, the Amiga is the I need home computer that money can buy and it was really great that a game is pushing the boundaries of the machine and let you have and enjoy. Each and every Amiga add-on will be lauded to the moon. Some of the ratings are objective — as number of screens, colours, levels, no others, such as an assessment of the scrolling speed, are based upon the data derived from one of the CU Amiga team. All such subjective ratings are marked out of ten.



Twenty-three games and a game's worth a response! We found three three times over — but it's a game that's totally superior quality, it just might be to write a review.

## AMIGA SPEC

MEMORY REQUIRED	440K
SOUND SPEED	6
COLLISION DETECTION	4
COLORS ON SCREEN	30
LEVELS	48
DIFFICULTY LEVEL	8
WOUND TO COMPLETE	60
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	80%
FRANCHISE SYNTHESIZED	
SOUND + COIN-OP SAMPLES	



The CU Amiga Star is the game award 80% 100% the Amiga Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.



## NEW TO CU

A couple of new faces join CU Amiga this month as the magazine attempts to control as the top games mag for the Amiga.

### STEVE MERRITT

If you've heard the name before, it's not surprising. Up until two months ago Steve was the Editor of Amiga Today, a now mag that's now over the edge of the map and almost the end of CU Amiga's life. Steve has been over four years of Amiga publishing experience to complement an already strong team of joystick journalists. There will be no change of our news section and will help compile our regular news, as well as writing reviews and features.

### PIOMA MERRITT

Another new face to Pioma Merritt who joins us as our Editor/Reviewer. She'll be handling features and writing of most the information books that appear in our reviews.

Once more a brave hero is called upon to right wrongs and slay vile creatures in the name of justice. This time an evil demon threatens a peaceful land. Only one fairy can stop this dark force, only one person can rescue this fairy from the demon. It's down to you and your faithful joystick.

# WRATH OF THE DEMON

As is increasingly popular on arcade adventures, Wrath of the Demon features an extended intro sequence. This tells the story of how your character became involved in his quest and uses some excellent audio and visual effects that make anything Playgrove can do.

Depending on the position your character takes either right with a sword or his bow. Like most running heroes he has no special powers and is often outmaneuvered by some of the larger demons. Fortunately, he has the aid of a little cottage dweller, once found, that gives you a spring of power. A real pain in the neck, a real pain in the eye, and the whole place is a real pain.

Level one is a collection of small, green, and blue creatures that are not too difficult to defeat. The second level is a collection of small, green, and blue creatures that are not too difficult to defeat. The third level is a collection of small, green, and blue creatures that are not too difficult to defeat.



quickly dispatched by a sharp eye hook. Potions occasionally surface on the road, requiring a deft bit of maneuvering to collect them. The boss is an animated exception-

ally well and with nearly fifteen levels of penalties scoring, the in a very attractive location.

The real violence starts on level 2. While you're resting a couple of golden jump-out from

a bush, looking for a fight. One stands at the far side of the screen chucking rocks and knives at you while the other draws his sword and aims about hecking if you know who. This





# SCREEN SCENE

CU  
SCREEN  
STAR

The blue dragon isn't particularly damaging, it's just that he can take a hell of a beating. It's also in order this screen with a healing potion.

The complex is one of the toughest features in the game. Approach with caution, and keep your finger near the yellow buttons.

This character guards the entrance, and is the first major challenge. Beating him takes a while in the first levels.

Come over 'till you squish a snake. The dragon has not made it to the east. Time for another go.

It probably is the least impressive section with just one screen and a tiny snail enemy with Pearl in the famous blue dragon, guardian of the caves. He's an impressive size and extremely well animated, rushing up for a rather poor previous effort. It takes quite a few hits to dispatch him, as well as a healing potion. On the first hit he groans, starts to shake his head and runs off. The game changes on the following section to a two way

horizontal world. This is as amazing as possible to complete without an extra healing potion. All the far left of the level is a very, very long and you are minor demons, who take a few punches and run off, larger demons who take quite a few hits before they die and a variety of snakes, these are red and yellow things which shake out of the ground without any action, sucking off energy points. It's these ground based enemies which cause the most

## AMIGA SPEC

MEMORY REQUIRED	112K - 140K
COLOURS ON SCREEN	32
DIFFICULTY LEVEL	3/10
DEVELOPMENT TIME	18 MONTHS
NUMBER OF PLAYERS	1
GRAPHICS STYLE	SPRITE BASED
WITH 16 LEVEL PARALLAX ON SOME STAGES	
SOUND	16 TONES + SAMPLES
MOVING OBJECTS	UP TO 1000 ON SCREEN

WRATH OF THE  
DEMON

problems: It's impossible to judge when to run as it's all down to luck.

When the key's been collected you have to go all the way back to the start of the level and then go right. The hazards here are similar to the previous ones, culminating in

a blue, armored monster shooting fire balls at you. A zap button is the only way to pass him and finish the level.

The not-so-jolly green giant is next. This dude is really tough. He attacks continuously, only pausing to lift up his feet and attack. Occasionally a monster will forehead-bite you, causing even more damage. It isn't an easy level.

A pitfall is dropped randomly, updating you on the way and giving a position in advance. Nice, but you can't skip it, can you?

One of your most treacherous foes is the demon. You need to know where he is from the beginning of the level. You need to know where he is from the beginning of the level. You need to know where he is from the beginning of the level. You need to know where he is from the beginning of the level.

## CRITIQUE

6 Stunning and playable as a platformer

GRAPHICS	84%
SOUND	81%
LASTABILITY	87%
PLAYABILITY	88%

OVERALL 86%

## DAY OF THE DEMON

With a rich, baroque look and a bone-deep knowledge of the horror genre, *Day of the Demon* is a platformer that's as much a work of art as it is a game. It's a game that's as much a work of art as it is a game.

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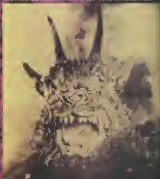
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It's a game that's as much a work of art as it is a game.

It's a game that's as much a work of art as it is a game.

inspired by the famous 1958 party show 1958. Classic film *The Demon* (1958) and *The Green Devil* (1958) have become out-



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Impulsively, she stopped, almost  
against the side of all three  
lengths of jumps, and then there  
was the little house.



...the other  
...the other  
...the other  
...the other  
...the other  
...the other



Three silver-colored bands encircle the pedicels. Three segments to the antennae. Body black.



**File C:\Program Files\Microsoft  
Windows and Windows XP\api-ms-  
winbase-l1-1-0.dll**



# NINJA REMIX

**I**nnovation is important for a game to become a classic. But what was innovative four years ago certainly isn't today. I'll bet you'll note the release of *The Last of Us*, a landmark computer game. But now, almost four years later, the question to ask is: Has it stood the test of time?

Yes, and it is the noncommittal but appropriate answer. The mirthful concept has yet to be successfully repeated and now that there is more than a few people have played the original game to death.

Although *Naga* claims to be a copy of the original *Naga* game, the design and some of the ideas have been duplicated. For a plot like a play, there is a system of perforations in the original which run through the background. This may sound restrictive, but there's more than adequate space to move. Starting at the ends of each row, similar to those in the 57 version, I suppose that's why *Naga* flows so nicely.

The quality of the graphics is excellent throughout. Each issue employs an individual style. Economy Magazine was told

© 2004 Blackwell Publishing Ltd *Journal of Internal Medicine* 255: 105–112

**Figure 2-2** The original Leaf Blower extension was developed for the Ampa Blasts training center.

**are programmed by**

Working separately, the researchers found that the more people who were vaccinated, the more likely it was that the virus would be contained.

Research has indicated that individuals holding liberal views are more likely to engage in environmentally responsible behaviors. This study aims to explore the relationship between political ideology and environmental attitudes, focusing on the impact of liberalism on environmental concern and action.

regime and allowing the public to see in advance the consequences of a decision.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

[illegible]

**Keywords:** child sexual abuse; disclosure; social support

[illegible]

enough, and varied designs provide a constant stream of new opponents. On the early stages they're content with running at you with swords drawn, but as the game progresses, they get smarter: waiting for you to make a move before they attack.

A rather large status window sits toward the bottom and right-hand side of the play area and displays your time, a score, what weapons and objects he's carrying, and the status of any bad guys on screen.

A suitably stellar sound track accompanies each level, helping spectacularly technical but well-reasoned and atmospheric encounters.

The object is to pass through six levels: the waste land, mountains, gardens, dangerous palace and trails, the inner sanctum – where the mysterious Ninja awaits last best. Guarding the secret is an invincible army of fifty Ninjas heading up to their grand master who has to be destroyed on his final mission.

Level one looks off with the birds standing close and unexcited at the water's edge.

# SCREEN SCENE

**CU  
SCREEN  
STAR**

## WEAPONS AND ARMOUR Although your Ninja is not

designed for unarmed combat, he won't get away from without his set of weapons. The sword is the first weapon you come across, lying near the start screen. Like most Japanese swords the blade is long, thin and incredibly sharp. Next is the powerful kusabiki which is formed from two short poles attached by a chain, a dry whirling weapon which was popularised by Bruce Lee. The most interesting weapon is the Bo staff, rather handcrafted stuff which allows the user to attack at long range. Throwing stars can be used and used to destroy opponents before they come into striking range. Smoke bombs also feature. When thrown it will prevent they render them unconscious for thirty seconds.

For their defence the bad guys are armed with weapons similar to yours, plus armour. Traditional Samurai armour was designed to give maximum protection with most of it lost. Most of the highly decorated Japanese armour which was never intended for presentation rather than practical use.



Trying to trouble him? Just good for your nerves. If you're stuck a subtle light will shine and tell you what to do next.



There's a way you can pass this stage unscathed. You need to turn around and look out a little bit of extra help. If you can't think of Ninja ways the menu.



The Ninja stands up after a heavy knock in the other form is used.



It's a good idea to keep the player's help menu in many levels.



This Samurai isn't just for decoration, don't stay too close.



Getting a push through the (bushes) can't help your cause.

This is a crucial time to practice controlling him. Repeating the joystick in the Ninja sword out in one direction and he'll follow that. The types of jump can be accessed with the fire button and dagger. The Ninja automatically switches to combat mode when facing an opponent, giving the player four attacking moves (jab, kick, high kick and a back-kick) and a block. (Obviously) but which offers slightly different depending on the weapon used. Damage also varies depending on the method used.

The longer you leave a guard without engaging in combat the tougher he becomes. This is shown in the enemy's energy bar in the top right of the display panel which slowly increases until it reaches maximum or combat starts. If you move fast.

Apart from precious amounts of violence there's also a lot of puzzles. Level one ends with an impenetrable dragon blocking the exit, here you need to work out what to do and where. The puzzles follow the standard use along to pass problem area. Fairly ground breaking.

However the puzzles are worked in such a way as to be complimentary to the arcade feel of the game. Making a good balance between thinking and action.

Twenty-two levels may seem heavy handed for a four year old game, and indeed it is. If you played the original. The game has four difficulty levels for the intro (which can be bypassed) and six levels of game (which can be bypassed). The game is designed to be played by the Ninja games, for those with experience of the original. But Ninja they might find this lacking.

Mark Patterson

## SYSTEM 3 (24.00)

Excellent conversion of a classic beat 'em up

GRAPHICS	83%
SOUND	84%
LASTABILITY	81%
PLAYABILITY	84%

**OVERALL 85%**

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and CHICAGO 90 are replaced by GRAND THEFT 300.

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# OF MICKEY MICE AND

Wait Disney are swapping the mouse with a crush on Minnie for one that plugs into a home computer port. While Dick Tracy on Amiga comes via France, Steven 'Jaws' Spielberg's new flick - a tale of killer spiders - is scuttling close behind. Steve Merrett moves to the insect house, Mark Patterson gets locked in the games room with Tracy... and Steve James gets housed at the Moulin Rouge...



## DISNEY SOFTWARE

Paris based gamers: Telsa and French educationalists Nation Software, hold the prestigious contract to produce software under the Disney name. As Disney explained to CUI Amiga: 'closing French companies to develop their software makes performance professionally as well as geographically. Movies get shown first in Paris, there is the Euro version at Disney World being built near the city, excellent trade and consumer culture links to the rest of western Europe, and there are large plush Disney outlets alongside Champ Elysees that are crisscrossed with Disney merchandise - including a Daffy Duck shirt of course - which dignitaries can grasp at.'

The setup differs from localities in that - as yet at least - there are no plans to reissue original games into the market. Product will be licensed only. Through a mu-

lletary of publishers, the odd Disney license has cropped up in the past on home format, but fairly often. Now Lucasfilm's systems begs the question why wait this long to set up a local?

These days the lion's share of the company's profit comes from merchandising. Each deal is subject to careful analysis, and it's only now that Disney feel committed to home format. Amiga, ST, PC and some 8-bit computer versions are the first to be signed. Disney are being tight lipped about CUIV development (that who are IT), but when we spoke to them about a suspected plans looked bound for the pipeline.

Disney has been a hard won contract. Although they are delegating the production of much, obviously they are guidelines, including the can trademark decision to make the Tracy game in seven colors. Warren Beatty himself had to

approve the finished version.

There are three strands to the deal. Nation software will predominantly deal with animation and educational packages (games with a guaranteedly excellent and a strong learning/teach) whereas Telsa will be entertainment only. Disney could be the brand name destination board from it, and all three strands should benefit from the clout.

## DISNEY ANIMATION STUDIO

This package, as the Disney goes, will let you draw call C, while the computer re-draws A and B. CUI Amiga puts the Disney to the test...

With better to release a computer animation package than the masters of a mixed feature. Disney's. Coming from such a pedigree studio, you'd expect something a little out of the ordinary, and with G4S you won't be disap-



Home Film: Beatty and the rest of the cast in Disney's Dick Tracy were a real cut - supposedly - for including star performers such as James Caan, Al Pacino and Gaudy Hoffman.





# TEN FOOT SPIDERS...

A short screen from GMS, Disney features a first animation package for the design enthusiast.



With the creativity that comes with the Disney name, you'll expect there to produce a work, this package like this Animation Studio. It's best feature is the so-called "animation" option. As you create new cells, the previous ones are available to show you how your earlier animation. The Disney Animation Studio should appeal to professional and amateur alike. You can catch a glimpse of it in action on this disc, currently being the records.

ported.

GMS describes itself as an "easy-to-use" animation program for anyone who is interested in learning about animation. However, the rather high price of \$199 suggests to point it more toward the professional market. So which is it, beginner's tool or professional utility?

Actually both. Though deceptively simple on first sight, GMS slowly evolves to

display all manner of powerful features in its arsenal, such as instant checks on how your animation is coming along, full use of the Amiga's palette and a full input system, allowing you to pull in pictures and animation files from other programs such as Deluxe Paint II.

Creating animation couldn't be simpler. Rather than create masterpieces from the word go, you begin by

roughing your artwork sketching each sheet, or cell, in black and white. The key to this system and the solid basis for the entire animation process is the "onion skin" style of overlaid pages. As you create new cells, the previous three are faintly displayed as an arbitrary guideline. This makes the production of your computer cartoons infinitely easier, as well as helping you towards a more polished and profes-

sional and result.

However! Once you're up and running, the high price tag? I can't really say yes, as—aside from the excellent onion skin facility—it does basically the same job as Deluxe Paint II in terms of animation, but falls a bit short on the computer art side. An excellent product nevertheless, only marred by over-pricing.

Tony Gillon

## ANIMAL QUACKERS

With an advertisement, Duck Tales is, in fact, a strategy game on the Disney label. Scrooge McDuck, the villain of the piece, is a greedy and cunning—but sometimes lovable—entrepreneur whose oddities the player ignores. Scrooge can waste his fortune by doing things like a pile of money in a single move sequence, or by speculating in stocks and shares (this all calls for the use of one's mobility, or of by selecting to use all the world to exploit, plotting as weapons in the location, and then sending Money, Money and Luck as various strategies, which is to bring back the profits.



Money, Mr. McDuck, but it will take 3 days to fix the plane.

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# ARACHNOPHOBIA

## -THE ULTIMATE FEAR?

Steve Merrett takes a behind-the-scenes look at *Arachnophobia*, the not so insy winy FX film and the next Disney movie coming to a monitor near you...

Two legs, eight legs, and an attitude. That was the cover line for the latest live-action film that talented combination of Spielberg and Disney. Hurling back to the days of the attacking ants and roach mobs of countless 50s B movies, *Arachnophobia* is an updated version of all those old creature features that we all know and love. Starring Jeff Daniels and Julian Sands, the film follows all the old plot formulas of a mutant race of creature crawling up on a Society American town and ter-

ing it, gradually being reduced (spurred) to levels of savagery by the force behind the unprovoked attack.

### SETTING UP

The driving force behind the film is Frank Marshall, who is an old hand writer for the Spielberg camp, and was previously Executive Producer on the Indiana Jones and Back to the Future series, and the two Greatest Hits. At first he

didn't particularly want a hand in the film's direction, but the 50's style theme and scenario of *Arachnophobia* appealed to him, and a real one of the few scripts he felt he could do well justice to. However, with a script that recapitulated (and then assailed) hundreds of spiders, numerous FX creature deaths, and a massive mutated spider as its chief nasty, Marshall realized he would have a tough job ahead of him. To ease this problem he called in the help of FX guru, Chris Blakes, whose previous work includes *The Fly* and its sequel, and more recently *Release It*.

After storyboarding and script revisions, filming started with a better day shot in the South American rain forests. Frank had used the location before during the filming of *Amity*, and during that production he had casually noted that if he was ever to be bitten

by a poisonous spider that it would be the place. Well, that is what he had already found his first location. The spiders shot in the forests are where the larva of the spiders is accidentally opened by a couple of explorers, unwittingly releasing the deadly insects in the process. After a couple of nasty deaths, the spiders converge there in endless march straight into the town of Mt. Carmel and its native villagers where an already built-in shaman looking out the creepy windows.

### ING BOB AND CO

Marshall's main objective was to scare, and to do this it was essential that the all-important spiders were realistic. However, among real spiders involved difficult handling and unstable stars (who felt stung at inappropriate moments during filming), so Chris Wiles and his thirty-man crew started to prepare a handful of radio controlled substitutes. This threw up two problems: first, Wiles had less than half an inch to

space to make, with the spider needed to control another of his creations, Gordo the Maggot in Carmel, and secondly, the spiders, which had to be totally realistic. The wiring problem was solved, and only easily, and the wiring was also resolved using a wire based system which got the people stuck, making it almost perfectly free-thrust was created. Wiles then had to make no less than forty versions of Big Bob, the massive spider who ultimately controls the others, along with a selection of other based wires and a few other spiders.

Some scenes, however, required the actor instead of spiders in the same shot, and Marshall refused to mess around with even if some shots as taken through the spider's eyes as he wanted the film to give anyone watching the shivers so that they could imagine that they were in the same situation and some of the frightened looks are so effective you'll see in the film, are because the spiders really didn't like their hairy or stony



slaying its victims. As the film's hero (played by Daniels) searches for the root of the problem, trouble appears in the form of ever devious govt. agent officials. Meanwhile, with all this going on, the pelvis of the small comedy

But certain scenes, real spiders couldn't be used as Wiles's redesigned substitute was used. The stunt doubles caused more than a few problems though, due to the complex wiring inside. In addition, getting them to walk like the real thing caused more than a few hassles too.

### 'NEW' FANTASIA

Possibly the greatest live length animation ever, *Fantasia*, is due to be re-released in 1991.

Although 15 years old, the movie rules in terms of sheer technical accomplishments and imagination.

A series of talented sequences set in classical music, the new *Fantasia* has been re-mastered from the best stock available worldwide. Anyone who appreciates the art of animation ought not to miss this treat.





# DICK TRACY

Like *Good Morning Vietnam*, *Dick Tracy* was one of those Disney films released through its 'mature' offspring, Touchstone Pictures. The game marks the debut for Disney on an own-name label. Mark Patterson looks at program number one...

*Dick Tracy* the movie was an accurate and clever adaptation of Chester Gould's classic comic strip. The game couldn't be more different. Gone is the level narrative, intelligent Dick of the comics and movie, in its

yellow-coated hero starts his arduous mission on the left side of the screen and has to cut his way through enemy ranks to his sister on the right side, and a flick-joystick system is used to depict the levels. Unfortunately though, the favourite feature for the God just seems to be its wacky screen borders, an area which allows them to shoot you without you being able to retaliate. Likewise, if Dick is standing too close to a character when he fires, his gun will shoot past them, even though they can still see your energy.

Every time Dick, a shot you temporarily lose control as he succurs. Your energy is suddenly emptied and when this happens it's game over! However, one of the game's biggest faults is that avoiding the enemy bullet is a very hit and miss affair and this means that skill isn't needed to complete the game; only luck. I can appreciate that the programme writers were trying to keep the seven colour style of the film, but the Animated style colours used are just too gaudy and give the game a bland appearance.



Once Dick reaches the end of the stage, this leads onto the levels from repeated shooting through the air to gun fire, allowing him ways to come on screen and take his enemy



ence. The end-of-level bosses are only recognisable thanks to the addition of a small gully at the bottom of the screen. From left to right should take keys scenes from the movie that are based on all seen in *Robocop II* or *Batman*, and use different game styles to

exploit the action. Thanks to the lack of this variety and the quality of its graphics, sound and playability, *Dick Tracy* rates as something of a disappointment for true Disney game. There's hope of potential from this movie so let's hope that the next one is better.

*Dick Tracy* can follow two guns—a Gun 40 Special or a Thompson sub-machine gun. All of the Chicago police—all through the difference is minimal.



## THE PRICE IS RIGHT

In terms of 35 box office takings, Disney Studios were top of the chart in 1990. Although it failed to do a fortune, Walt's descendants among around \$100 million out of *Dick Tracy* may be the fourth top-grosser that year, while the 'unofficially' *Academy Award* just missed top box office but still made a cool \$40 million.



## DISNEY WORLD FRANCE

Across — is should that be before? — of Parisian land are being cleared to make way for Disney's first Euro theme park.

Disney World France will give access to millions of 1993ers who don't want to trek out the air fare to the States to see *Harry*, *Donald* and *Minnie*. And just like its American counterparts, the French centre will be packed with theme lands, avenues of the future and so much more from the mother to glass. "New materials and systems" and multi-sensory tracks are the trademarks of the Disney parks, and for a few too France you'll be treated to some eye-boggling wonders.

And in the meantime, should you be to Paris, why not visit the wonderful City of Science and Industry? You'll find space stations, submarines, a gigantic show, flight simulators, a beauty feel robot, plus shops, sound-shooting carousels (batter that you can play with), trees, it's not a Disney creation but it's great for all the same.



(above) As you blast through the levels, all the supplies are often left for you to pick up. Extra bullets, grenades and health can be collected by completing the passages in the upper

gallery. When things start to get too hectic, a small third person can be thrown. As the enemy fighters close, most of the energy on the screen at the line of defense will be killed, and the target area weakened.



your Thunderbolt mission takes you through enemy fire, traps, and other through the surrounding country. To speed up your progress, you have a "bomber" (a large jet) that can take you through the enemy lines. This is deleted on the map which appears between levels, and shows your progress on the battle your way in the scrolling photo in freedom.

One of the best games to emerge from 1988 is expert exclusive. It's in with the (video) game, Sega Line Of Fire is an Operation Thunderbolt style, shoot 'em up spanning eight stages. However, whereas Thunderbolt was played along horizontally and forward scrolling levels, Line Of Fire gets into better and combines the two by allowing the player to turn corners — effectively combining the two — a feature that Sega's dedicated space handling software could handle with ease, but could cause more than a few problems for the Amiga.

Fresh from their success with the Holographic system, Creative Materials were duly given the unenviable job of recreating Line Of Fire — a scrolling system and all — and to their credit, they have produced what must rank as one of the best conversions of a Sega game as the Amiga has seen. In case you aren't familiar with the coin op, Line Of Fire follows the same old action route: loaded by Op Wolf and his sequel, with one or two play are leading their way through some other side of many old soldiers, boats and tanks. The action is viewed as through the eyes of the soldiers, with the smooth dual scrolling bringing the response series that make up the gun and missile being enemy soldiers. A cursor is used to aim your weapon, and is moved around using either the joystick or the mouse, with the respective buttons of each firing a stream of bullets or loading a grenade into the frag. Care should be taken when firing, though, as your ammo supplies are limited when they're depleted, and



# SCREEN SCENE



can play it in two-player mode, I haven't effectively split-screened. Thus, any shots that fit me in the left-hand side of the screen will most often also fit my friend's view for any that fit in the left-hand side.

## MISSION IMPOSSIBLE

Downing the Line Of Fire only sets up the Amiga to its capabilities, but as Caroline Matthews had to decide which aspects of the game were disposable. The main difference between the two versions has to do with the graphics. They aren't quite as detailed and there are less stopping frames at and when the sprites are enlarged and updated in action. Creative opted for less graphics on screen which, luckily, doesn't affect the gameplay. Instead, it means that Amiga Line of Fire can run at 60 frames per second. The sprites were transformed directly from the sprites via a piece of screen grabbing hardware and then released. This saved a lot of time and hassle and also made the conversion slightly more accurate than if they had been drawn from scratch — a task that would have taken months of work.



# Line of FIRE



a handful of grenades although further supplies can be picked up by shooting the relevant room as and when they appear on screen. Likewise, medical caches can be collected in the same manner and replace any energy lost due to enemy fire. If however your energy reaches zero, one of your five credits will be lost.

The basic scenario of the game is that you and your buddy have succeeded on a

mission to breach the unnamed enemy's defenses and have stolen a prototype machinegun. Correcting the two frames, your aim is to guide them safely back through the eight stages between the enemy base and relative safety. Using the oversized gun to defend yourself from each of the stages is detailed on a map that appears between levels, and your journey begins with you sprinting through cramped corridors of the enemy base before a raging fire engulfs you as you battle through the trench most caverns and ruins that must be negotiated in addition, waiting at the end of each stage is a massive guardian which may take the form of a helicopter or a tank and can only be destroyed by repeated fire or a few grenades.

With the exception of a

fractional number of sprites on screen, Creative have done how managed to squeeze practically everything from the cost up into this Amiga version. More importantly, this version seems to have more playability than its arcade parent and certainly more than Ocean's two-time games. Granted there are a few rough edges to the graphics, but when you consider just how much is on screen and the speed at which it moves, this is more than understandable. In addition, the sound isn't all it could have been, and the negative effects are a little weak. I do feel that perhaps Line Of Fire's difficulty level should have been tweaked to make it harder, but even so, with its brilliant shoot-em-up and one that warrants undivided attention.

Steve Meakin

US GOLD £24.95

Superb conversion of a playable coin-op

GRAPHICS	87%
SOUND	79%
LASTABILITY	76%
PLAYABILITY	90%

OVERALL 85%

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# SCREEN SCENE



The Prince needs your advice. Comments like these occur between levels to keep you updated on the plot. Facing an increasingly more deadly adversary to which to complete the game, it's not a bad idea to keep around watching the pretty pictures. A map is essential for completing the game, and it advises you to have a pencil and paper handy while playing.

# PRINCE *Of* PERSIA



In *Prince Of Persia* we have an example of the contrasting styles of British and American software. Games programmed in Britain tend to suffer from weak designs, often the result of a spend toward the profit line. Even so-called original products can be regarded as a rehash of an ancient game. American software, while not always technically astounding, is often hard and shoulder's above. Companies like Broderbund, Sierra, Microsoft, and Chenoweth have made names for themselves in Europe, America, and Japan with some titles approaching the million sales mark.

Broderbund first rose to fame on the C64 almost seven years ago with *Karasaka*, an interactive karate movie. Since then they've produced titles such as *Wings Of Fury*, *Typhoon*, *Thompson*, and *Shuffle Puck* (late among others).

*Prince Of Persia* is not much more than an average



Above: But here just makes the jump. If the minotaur is in the splash below would knock him for good.

Below: Combat is easy to master, but for your opponent to target towards you than attack. Make sure you have the correct combat or be dramatic sword.



looking arcade adventure. The backgrounds are bland, the main spots lack detail, and at first glance it seems a usual non-starter. But a play and the game takes on a completely different light. The apparently dull main spots come to life with some amazing animation. Programmer Jordan Mechner studied hours of sword fights and human movement to make the character move as realistically as possible; the effect is incredible.

Your ultimate goal is to rescue your true love, who's been imprisoned in a high tower by her evil father. She's got one hour to decide between her love for you, or death. The game's the game's first level and forces you to hurry up.

Apart from the guards there are plenty of other pitfalls to face. The least deadly are clumps of spikes which shoot out of the floor. These are easy to avoid. One of the more scary pitfalls occurs on level four. A mirror appears just before the

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## PRINCE OF PERSIA

and jumping through is the only way past. As you go through one safe your reflection jumps out the other returning later on as the game to cause you untold trouble.

The control system is simplicity itself. Players unlikely enough to fall into a pit should push a button making their character reach out and try to grab any available ledges. On later levels this is essential as some jumps are too wide to negotiate in a single leap.

Prince of Persia is immensely playable. The game owes a lot to the animation and sense of control of the main character. Without this it would be nothing more than a below par platformer. All the elements come together extremely well to form a game which is both playable and enduring. One of the most interesting games I've seen in a long time.

Mark Patterson

**GAMEPLAY** As the master thief, Prince is able to move the game. The first few levels are an introduction to the mechanics of the game; the control problems require you to learn how the control system for the character works. After the first few levels are essential and you to learn your control system. There's a useful level editor which lets you try out the first few stages, although it's only useful if you wish to learn the game.

Later levels require creativity as well as thought. Most of the time the puzzle is simple and of solving them. Simply in the most of aspects is designed, and some that require very sharp timing. Being able to learn as the game progresses.



Scalators are tough enemies. These legs can't be killed by sword alone. They hit and when the enemy leg is cut back, follow up with either a sword or a knife. Use the edge of the platform to the death as the first enemy.

## SCREEN SCENE

### THREE SECTIONS

The whole game is set in three sections. The first of these, the dungeons, is pitched just right for the beginner. Dungeons are easily defeated and the prince gets progressively tougher as you get better. Next is the sequence set made the castle. The prince's change to a more noble and serious. The guards become up and so do the prince. Make liberal use of the prince's button before trying to work out the real move. Finally there's the tower. At this stage there's not much time left on the clock. At all of your skills are required to complete some very tough guards and need to be able to use the prince's button.

Throughout each level you're updated on the progress of the Prince's as an adventure into the game's sequence. The whole experience is a very good in-game presentation.



Prince of Persia is very easy to play. You only have to worry about your sword when you're being hit by a guard. It's a very good game. As you fall, use the button and make your own head and use the button to grab onto a platform.

Level two is the palace. Here the prince is able to use the button to grab onto a platform. This is the only way to get into the palace. The prince is able to use the button to grab onto a platform. This is the only way to get into the palace. The prince is able to use the button to grab onto a platform. This is the only way to get into the palace.



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GRAPHICS	83%
SOUND	79%
LASTABILITY	87%
PLAYABILITY	88%

**OVERALL 87%**

# SCREEN SCENE

**L**aving their footy boots behind, *Arce* returns to the computer screen with *Death Trap*, a sprawling arcade/adventure which involves the negotiation of countless, brutal, soulless rooms. The game's scorching bits of art are magnified by the name of *Shenryga*, who is the ruler of the domain in which you, as *Arce*, find yourself. *Shenryga* became a magician of great power after stealing secret magic scrolls and disposing the historical ruler of the land. He then hid the scrolls in a series of guarded labyrinths and sealed the fate of the land. You, as *Arce*, must find the scrolls and put an end to *Shenryga's* reign of terror.

There are two levels of

Labyrinths, which you must work through, each populated with fierce creatures, wizards and traps. Upon entering the Labyrinth, *Arce* is armed with a magical *Witchcraft* boy scout pin for life, which is about as deadly as a *Witchcraft* boy scout. You can kill some of the maddened creatures; he is rewarded with amounts of Red Coins or Blue Coins, which can be mixed together to create various spells.

To cast spells, you hit the spacebar and the amount of each potion needed is complete. The lowest slot right of the highlighted spell weapon or cure is shown. If you have enough ingredients to recreate the strength of the spell, then move the joystick up

the new strength of the spell is displayed in the lightning bolt icon. Back at the main screen, the new weapon or spell is now selected and battle can recommence as you fight your way through the level, putting levers down in various locations in order to gain passage to even more dangerous locations.

*Death Trap* is a remarkable break from *Arce*, a look-alike herbage. The controls are a little janky, but graphics are clean and well detailed even down to the tiny power draining switch that leaps up and tucks to your back, draining potions and energy. Although initially difficult, the game follows a simple pattern with some traps and monsters, always

appearing in the same place so that if you face one of your fears, you can face it. You steps to the point of your last demise. In all, *Death Trap* comes over as a very disappointing arcade experience; its presentation is far from what we expect these days, with badly animated sprites and the stone-walled, eye-stinging scrolling makes following far from easy. These niggling faults mar what is already a decidedly average game, and there are far better games of this ilk on the market.

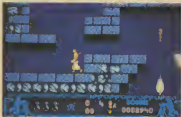
Gerrit Simpson



Here's what making the way through the first level of the game. Watch out for the spirits which just materialize and always disappear. *Arce* is forced to move on you have enough potions.



# DEATH TRAP



The first of the rules to the spell screen: Use the spacebar to access it at any point in the game, after that use the joystick to highlight the particular spell you want, then the nature of red traps and green patterns you deal with the player. With strange spells involving more ingredients. Pushing the joystick up will increase the amount going into the spell.

## THE ART OF IMAGIN

The earliest examples of spells were found on Egyptian papyrus in the first century. Magical spells and incantations have been used to defeat enemies, wake the spirits of the dead and to ensure success in love. *Witchcraft* is thought to come from a Stone-Age religion called *Wicca*, or 'Cult of the Wise'. Usual potions include swallowing gold to cure jaundice and a brew of herbs long as a cure-all.

ARCE £24.99

Arce/adventure  
16+

GRAPHICS 66%  
SOUND 63%  
LASTABILITY 71%  
PLAYABILITY 70%

OVERALL 69%



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Watch day comes and there is a good turn out for the game.

# M.U.D.S.

**A**s sport games go M.U.D.S. is extremely broad. But Random Arts' novel approach has produced a potential classic.

M.U.D.S. is set in a typical Dungeons and Dragons style land, the middle ages with plenty of monsters running round. The main pastime consists of watching M.U.D.S. is violent team sport that's rather unlike an American vs. team United match with two teams trying to score in opposing goals while knocking many hell out of each other. Take over as player/manager of a small 'backwater' M.U.D.S. is an ideal item to become the biggest sensation the sport has ever seen.

M.U.D.S. the sport is a sport between soccer, rugby and American football. A team consists of five players in two in defence, one midfielder and two attackers. Instead of a ball is used which is kicked onto the pitch by a larger creature. There is a bucket at either end of the pitch which acts as a goal, instead the Pionk must be thrown. Between the goal and the defenders lies a shield infested must which can be negotiated by players, but at great risk.

The strategy team consists of five main players plus six or seven reserves. In turn these are made up from the sixteen different races that inhabit the

land. Each race has its own plus points and downside signs. Pionks, for instance are obsessed with playing in M.U.D.S. teams even though the hapless creatures are considered to be a delicacy in some parts of the country and likely to be eaten within an hour.

Tackling is performed with fists. Tapping the button once causes a 50-50 tackle. Kicks and a player will fight until hit or his opponent drops. A foul occurs when a player without the Pionk is tackled. If the ref isn't looking you can usually get away with this if you are



You'll find yourself frequently visiting the stone market to register deceased team members.



A few fights later, some your team be very badly. Here you're told a player and only affecting your tactics but not team's overall strategy.



The leader is willing to level up of your injured players. His results are as impressive as his previous one.

Many fights take place in the bar. Apart from picking up tips to how to survive your game, you also get to meet other fans players. If you're feeling back there's an option that lets you pay off other players. For instance, you might persuade them to play today or even join your side. Picking a fight with somebody is also a good way to meet them up before a match. It sends your players' morale, too.



Peers rejoice in the local tavern. Time to escape some trouble, possibly with the opposition, or maybe even a fight.

# SCREEN SCENE



spoiled the offending player is enclosed in a block of ice for thirty seconds as punishment.

A large part of the game is devoted to the campaign mode, during which you look after your team, buy players, rotate the opposition, and arrange fights. Select a hotel to visit and if you can't steal your team in a hotel they end up making around the streets getting into trouble. Every town has a slave market where you can purchase fresh players for your squad or tag off the trashy ones.

Banks are on hand to update you on your finances, or lend you a small amount of cash.

If you're particularly short a loan shark will spot you a couple of grand, although this is risky — if you default on your payments their collection methods can prove painful.

And you're not just limited to one city. *M.U.D.S.* is set across an entire continent. This provides you with plenty of different teams and locations and stops things from becoming repetitive.

Initially, *M.U.D.S.* seems very simplistic, but once you start playing it takes on a style of its own. Not only is it busy and uncomplicated, but incredibly addictive. One of the best games I've played in a long time.

Mark Parkinson

## M.U.D.S. Gallery of Ghouls



Characters are good all-rounders. Their stats depend on a combination of in- and out-of-battle.



Characters are amazingly fast, but weak. This must be to test out fast characters they'll learn on other players.



Characters are also strong and healthy too. In other words, before characters only suffered by skills.



If you spend you will the characters are the fastest. Unfortunately, they're the weakest characters in *M.U.D.S.*

The strongest character in the game. They're the biggest, strongest character in the whole of *M.U.D.S.* The perfect reference character.

## IN CONTROL There's nothing

intriguing about the control system. Control whatever Rank is the nearest, or just one team member. Holding the fire button shows releases a cursor which is used to place your shot, and releasing the button throws the Floak. The of time this procedure takes after moves you're fouled before you let go of the Floak, definitely the downside of the game.



It is a pain for the opposition. The Rank always into the bucket, but it is still early days.

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PLAYABILITY	89%

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# THE CHRISTMAS GOOD GAMES GUIDE



If you plan to use your computer to escape from the real-life, avoid the repeats on the telly, or just relax over the festive season, you'll be helped by knowing which software is worth your time and money.

**So how do you tell a Christmas 'Turkey' from the year's vintage offerings?**



To the rescue is *Big Jilly*—and also the season in which we suffer from excess: one Sherry or Mince Pie too many that drops under the mistletoe with your best friends.

Game	Editor	Average %	5:1 %	Overall %
PGA Golf Simulator	MicroProse	81.05	85.48	82.80
Mohanter	Parsons	81.58	83.54	82.56
Rise Dangerous II	MicroProse	87.04	87.00	
Glenn Simms II	MicroProse			82.67
Swamp of Squal	Parsons	87.55	81.58	
Sea Lord	MicroProse	87.29	87.00	

A whole host of other MicroProse games have also scored high average marks, including Railroad Tycoon (IBM) - 83.85%, Carrier Command (IBM) - 84.12%, and Desert Car Race (Amiga) 83.00%.

igly 1990 enter actually enjoying the Christmas number 1 record, and looking pleased as you receive another pair of socks from granny.

Christmas sometimes brings out the worst in people, and often brings out the worst in software, as the shops get crammed with games which are poor fire-licence conversions, and rehashed compilations of two-year-old "classics". (Ellegromment) is often the result for inferior software sales. Cow is a dingo. Robotop 17 Terminal Release. 5:1, 5:1, 5:1. Plaster popular for the festive days of Christmas, but likely to leave you as cold as Boxing Day's Turkey for the rest of the year. What of the year's vintage offerings? What games have cut the software shavings right throughout 1990? Which publishers offer you the best of times every month of the year?

published. Every edition is packed with reviews, comments and marks out of ten aimed at making your choice easier. Some magazines cover specific computers, others a range of computers, and some every computer. But they all know one thing: how to spot a great game.

One of the UK's leading magazines, "A.C.E." keeps a monthly check on the marks scored in all the reviews in all of the magazines. It is one which publishes products and reviewing societies everywhere. The results make interesting reading.

The graph shows the average review marks scored from Aug. Dec 1990 in all magazines for the top publishers. (Source: Ace Clockmark)

**"The conclusion to be drawn is that MicroProse games provide consistent quality, value, and enjoyment, all year round."**

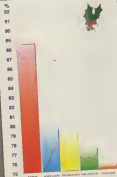
The dear winners are MicroProse (going to be the most consistent of the publishers surveyed). A lot of average marks scored by six of these games (remember this is across all UK mags) are shown above. All the games rank highly.

Over the page you'll see why.

**The Frost of the Festivity...**



Every computer magazine takes a keen interest in the quality of games



# MIDWINTER



Eleven programmers and researchers worked for four men years to produce the masterpiece called *"The Strategy Game of the Decade"*. The reviewers held their breath and then gasped in amazement at what they saw.

"Many games are billed as revolutionary, but *Midwinter* is probably the closest you are going to get to the title. Although the presentation is superb, it is the superb gameplay that sets it apart from other classics. Although your task is to destroy the evil General Martens, the gameplay allows you to perform the task in whatever manner you deem appropriate. As you put together a strong team with varying skills that actually have a bearing on the game, any method can be used to kill Martens. Couple this with four modes of transport, numerous missions, and an involving storyline, you have a game that really does live up to its classification." **GT Action** May '90

*Midwinter* has convinced me for the first time ever that a game can be really clever and incredibly playable. It is an absolutely phenomenal game and there are no

phenomenal game and there are no reasons not to buy it. Absolutely stunning."

**Zero** March '90

"A landmark in computer entertainment." **The One** Feb-'90



Undoubtedly set to be a classic." **GV'92** March '90

"The most atmospheric, little fly magazine game I've played, and will play all year!" **EGAP** April '90

*Midwinter* tells the story of one island's struggle for survival in a new Ice Age. Its Gullup chart history is one of triumph another Number 1. For one half of a Cool Yule, pit your wits against *Midwinter* from Flashed this Christmas.

1994	1993	1992	1991	1990	1989
95%	95%	95%	95%	95%	95%



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It's 30 feet wide, 30 feet long and has an almost invisible radar signature. It's the plane that the US Air Force won't talk about - but when MicroProse revealed it to the world, the reviewers split the beans about the F-19 Stealth Fighter.

"Fast, smooth and technically sophisticated. The game's major advantage is its tactical scope. The four mission templates - said war, conventional and limited war missions plus the selection of available options translate into a huge number of different missions - each with its own level of enemies, radar installations and alerted bases to face. Flying a successful operation draws on a variety of different skills.



radar negotiation, bombing accuracy, air to air improvisation and plane handling skills. Presentation is right down to the expensive manual - impeccable throughout. For strategic depth and variety of gameplay, there's really nothing to it."

The One July 90



100%	100%	100%	100%	100%
100%	100%	100%	100%	100%

"F-19 is the business. It deals with state of the art 3D and is a state of the art sim. Stealth is the most complete flight sim yet in terms of gameplay. It's as if the plane was built for a game." *Average Person* Nov 90

"This definitely has to be one of the best, if not THE greatest flight sim out there." *D.A.V.G.* Dec 90



F-19 Stealth Fighter pushed the computer game by scoring to the top of the Gallup charts. This is one fighter that they can't keep under wraps. If you're looking for the best flight simulator available this Christmas, don't rely on radar. Rely on MicroProse.

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FOR THE COMPUTER ENTHUSIAST

# RICK DANGEROUS

## 2

Rick Dangerous shot to stardom in his first romp around South America, Egypt and Europe. Finding earthly adventure not enough, he shoots off into space in Rick II, continuing his quest to overcome the Fat Man.

**Did the reviewers welcome Rick? *Anything in a Fleck?* 1 You bet your life or 6...**

By now, Rick Dangerous has earned his place in the hall of fame for classic platform games, but just when everyone was taking it for granted, along comes the sequel - and it's even better than the original. The graphics have been polished up, the sound effects are funnier and the gameplay is more fluid and enjoyable. With a little thought all the puzzles can be worked out (and some of the solutions are very strange). Even if you haven't played the original game (where have you been?) Rick Dangerous II is well worth a generous slice of any gamer's time. But a generous slice could have you sitting in front of your computer for days without rest. You have been warned...but buy it anyway." *Amiga Format* Nov 90

"WD it's a compulsive game."

When a trap catches you by surprise it's annoying, but frustration develops into determination and you'll keep on going until you beat the blasted thing. And if you do get stuck, the four levels (five, if you get that far), are different enough to make it almost like having four separate games." *Amiga Action* Nov 90

"The gameplay is superb, involving and addictive. It is

Amiga score	ST	CD	Ami rank	ST rank	CD rank
87%	77%	90%	67%	50%	50%

the sheer volume of challenge and entertainment in this game that makes it absolute corker." *Race* Nov 90

Rick Dangerous is everyone's favourite original superhero - and he's planning to eat lunch for breakfast on Christmas Day.

Some should be able to find these games in any good software store.

He can find *MicroProle* at Unit 1, Hampton Rd Industrial Estate, Telford, Glos, or by telephone on 0800-504320

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You're not only up against them, but machines too. That's where your rocket launcher comes in handy.



You'll need to get out of the way fast if you haven't got any armor. This means you're going to need to find an alternative route.

# NARCO POLICE

**C**ompanies often try to work, shoot, aim, up in with strategy — most of the time this fails. Narco Police however manages to combine the most popular styles of arcade game with a highly convincing strategy element.

The Narco Police are the name suggests are a drug enforcement unit. Equipped with state of the art weaponry, their purpose is to do battle with drug dealers. In this by now quite standard not-so-subtle manner.

To thwart the world drug problem once and for all, the NPUs are planning to storm via the tunnel network beneath a the main drug cartel's island fortress. A heavily armed unit of heavily armed police are to infiltrate three of the five tunnels, which eventually lead to the main HQ.

The assault force is divided into three units of five men, with five units in reserve. Each unit uses computers to unlock doors, allowing the others to advance. It's impossible to control fifteen men simultaneously so you command the lead character of one group with the other units built in storage until you access them.

The tunnel graphics are



Your units block the way to the tunnels on the shore.



Lucky each team member carries computers with a couple of hundred pounds of armor.



Before the game you need to see all of your personnel.



There is five tunnels and only three teams, so you need to choose your options wisely.

Each Narco Policeman comes with a rocket launcher, machine gun/shotgun, two types of bullet, and two different weapons. Picking back on the joystick swaps between bullet types, leading to additional weapons in the middle of fire fights and cutscenes, especially when you're not out of one type of bullet. To launch a missile a few click commands has to be entered on the N's computer, a slow, and convoluted system.



built up in strips. This allows the screen to update smoothly with a good 3D effect. Used in Afterburner and Powerditch this technique has never been exceeded in its full potential. Also, it's the same case here. This slows the game, which is a shame as speed would have made a good product exceptional. However the graphics by the police are excellent. The large, well-animated figure adds immensely to the overall effect of the game, as do the size of the enemy troops you face.

A third of the screen is taken up by the command computer. This is used to switch between units, or to check on personnel status and explosives use modules or to call in reinforcements. Above the play area is a group of status windows. These outline the physical shape of the team member

currently being controlled and tell you what type of weapons is using.

Can't worry if this sounds a bit stuffy, the arcade elements are incredibly violent and fun.

Had Narco Police been slightly faster it would definitely be a screen star. As it stands it's an enjoyable, thinking person's shoot 'em up.

Mark Patterson

## DYNAMIC EQUUS

Fun and original shoot 'em up, but a bit slow

GRAPHICS	81%
SOUND	80%
LASTABILITY	81%
PLAYABILITY	85%

OVERALL 82%

# SO REAL YOU CAN SMELL THE SMOKE

THE No. 1 BEST SELLING BOOK HAS NOW TURNED INTO THE No. 1 BEST SELLING GAME

TEAM YANKEE IS THE DEFINITIVE  
ACTION SIMULATION OF MODERN TANK  
WARFARE

TEAM YANKEE... THE CRITIC'S CHOICE

## AMIGA FORMAT

- Team Yankee's a real challenge
- A fascinating exercise in modern war
- Team Yankee presents a game, in a man's clothing, which when dealing with tanks has to be the perfect approach

## ACE

- The implementation of Team Yankee's superb.
- The blend of thought and reflexes required to play Team Yankee is exactly right!



Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as



Full-screen mode where the display focuses to on just one position



Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as

- You have the flexibility to display either an overhead (top-down) or a side-view of the battlefield, or a mixture of both showing the position of all vehicles on a picture. Irrespective of which screen mode you choose during the game there is a constant column of information to the right of the screen.

- MACINTOSH will include variations in the display and has an instant number of tanks which can be displayed.
- MSX2 a high resolution, no half-screen
- SAMM2 an instant, getting together with
- TMS a high image, low resolution

Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as



## MY ATLANTIS TANK



Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as

## ST FORMAT

• Running the Tank has been never better so much as! • You just won't be able to beat yourself away from Team Yankee



Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as

Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as

## AMIGA ACTION

- The tanks have been rapidly executed, with great attention to detail
- This has to be a must for anyone!

## STRATEGY PLUS

- This is a game and a half! • The use of four screens is a completely brilliant at times the almost like playing on four computers at once! • I find it hard to beat this game

I've never found myself hooked on a game of mine which previously held no interest



Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as



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Team Yankee is designed to test your leadership and tactical skills to the point. You can display, in either "quadant mode" where all four previous titles are controlled as well as



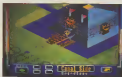


The further you get into the game, the more bonuses that you can get. Seen here is the Pan World and its numerous ghostly inhabitants. Go into stages, though things get a bit worse...

# SPINDIZZY

## - NEW WORLDS

The life of a photographer is never easy, but by far the hardest working member of this profession is GERALD, the crystaline star of one of the best 3D games ever. Spindizzy and its improved Amiga version GERALD first appeared on the Amstrad CPC series a few years back, and like game was a sequel on the then popular Merie Madness theme. Controlling GERALD, you were given the arduous task of entering each of the game's 500+ rooms, and logging them whilst also keeping an eye out for the bonus diamonds which were just ripe for stealing. However, the Link was let against a short time limit, and every time GERALD came into contact with the enemy creatures that inhab the strange 3D landscape, he would lose valuable points. Likewise, should an accidentally lose his balance and slip off a precarious ledge, more time would be lost. For a time, Spindizzy was — if you excuse the pun — revolutionary and was top in more years after its release. But



Before you begin, you are offered the choice of two systems to explore. The first shows you in a 3D view of the strange world and switches, whilst the second is the full 3D view, with walls, such as Pan World, for first and other of both versions, pointing out how



Spindizzy has come up with a sequel of sorts.

Basically, these new Spindizzy worlds are tougher versions than those of the 3D game. First time round, for instance, GERALD had to solve little puzzles by rolling over four switches in a certain order, and in this version the traps play a bigger part than before. GERALD is once again out to collect as many diamonds as possible, and you have to guide him through the 150 stages that make up the strange, somewhat weird world, avoiding the strange, jagged, fountains and pillars that get in the way. Each world is based on a different theme, and you are moved into the game thanks to the addition of a few bonus screens that allow you to get used to its many new hazards. For instance, as well as the ice traps and water hazards that appeared in the original, the new worlds have squares that will take you to a set direction and others that lead into special bonus screens, so rather than being thrown in at the deep end, a clue box below the main area advises you of

## SPINDIZZY -NEW WORLDS

how to solve specific problems.

Apart from the usual directional controls, GERALD can be made to jump over ramps by giving him sufficient run up to get to the other side. Likewise, the useful brake system of the first game drops him in his tracks with a point of the space bar only this time round it doesn't deplete his already limited energy every time it is used. In fact pretty much all of the original's nice touches have been retained, such as the ability to choose which angle the action is viewed from, but GERALD no longer has the ability to change his shape into a ball or gyroscope. Finally, provided you can find it, Mr. Spinzzy has included a constructor set which allows you to add a further 250 scenarios to the existing 165.

Anyone who still remembers the original Spinzzy will instantly feel at home with this updated sequel. Graphically the game is reminiscent of *Mobile Madness*, and there are a number of neat touches on the later world, such as a *Play World* complete with puttering ghosts, and assorted pillars and castles. These add to what is already a good looking game, and the bright colours and detailed backdrops are complemented by some of the smoothest multi-directional scrolling the Amiga has seen. Everything about the game is geared towards user-friendliness, from the tutorial mode to the option to scroll the lag out slightly to see what's coming. But this said, and despite its shiny world, I do doubt whether many people could be bothered to keep on playing it to the end. Although there is a lot of variety between each world, the tasks remain basically the same — no matter how tedious it is to reach the elusive gems — and boredom could soon set in. It is because of this that I cannot award Spinzzy: *New Worlds* a Screen Star, but even so it proves a pleasant diversion from the usual array of shoot-em-ups and coin-up conversions.

Steve Merritt

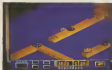


Two methods of getting to the top in place are jumping and suborbiting left. The former is explained by taking a long run up and simply flying over the insurmountable gap, while the latter has little more complicated and

involves the manipulation of suborbit to suborbit the left.



GERALD's progress is hindered by infinitely renewable gaps. These, however, can be reversed by suborbitally setting the multi-coloured switches that punctuate the play area.



Our virtual hero is a speedy little chap, and thanks to a lot of good abilities (provided, of course, the program allows him to hit those walls without passing a re-orientation film LO, these hits



## SCREEN SCENE

### AMIGA SPEED

MEMORY REQUIRED	512K
SERIAL SPEED	10
COLLISION DETECTION	7
CHARS ON SCREEN	8
LEVELS	165
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	WEEKS
NUMBER OF PLAYERS	1
GRAPHICS STYLE	ISOMETRIC 3D
WITH SMOOTH SCROLLING AND THE ABILITY TO PAN AROUND THE PLAY AREA	

SOUND: A NICE INTRO TUNE AND EFFECTS, BUT NOTHING TO SPEAK OF

### ACTIVISION £24.95

6 Playable, puzzle that may get dull quickly

GRAPHICS	83%
SOUND	70%
LASTABILITY	88%
PLAYABILITY	82%

OVERALL 81%

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# ARCADES



The Atari stand was decked out with freestyle outcries of the latest winners: *Race Drivin'*. Watch for this one in your local arcade.

## RACE DRIVIN' - ATARI GAMES

"It's like the old *Super Mario Bros.* in a way," says Atari's president, "because you can't win without losing." **Play Games: Add *Race Drivin'* to your Atari arsenal with this review.**

There are a lot of things to be thankful for when it comes to the Atari 2600. One of them is the fact that it can play the old good ones. If you're a racing speed at *Race Drivin'*, then you know the excitement of going into this one. But be warned — it can be more difficult than getting

any. With *Race Drivin'*, two thousand bugs, an editor, and a *Race Drivin'* game, it's a movement toward the future. You can choose between two types of car, although you can't choose between two different *Race Drivin'* cars. You can't even choose between two different *Race Drivin'* cars.

Atari says that this game was designed to be played along with the software. But the *Race Drivin'* did not. That's the best of the game. It's a game that's designed to be played along with the software. It's a game that's designed to be played along with the software.

There's no doubt that *Race Drivin'* is a game that's designed to be played along with the software. It's a game that's designed to be played along with the software. It's a game that's designed to be played along with the software. It's a game that's designed to be played along with the software.

At the end of the day, *Race Drivin'* is a game that's designed to be played along with the software. It's a game that's designed to be played along with the software. It's a game that's designed to be played along with the software. It's a game that's designed to be played along with the software.

John Cook



Above: The car's tough. You're faced with a steep descent followed by a difficult hairpin turn and then a long open stretch of road. It's best not to take up too much speed at first so you can take the hairpin 90 degrees and not crash. And you can then put your feet down.



By the way, the Atari 2600 is a game that's designed to be played along with the software. It's a game that's designed to be played along with the software. It's a game that's designed to be played along with the software.

### ATARI

Similar to *Race Drivin'*  
but even harder to win

SOUND	84%
GRAPHICS	86%
PLAYABILITY	82%
CONVERTIBILITY	83%

OVERALL 84%

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# BUCK ROGERS in the 25<sup>th</sup> CENTURY

Matt Regan straps on his jetpack and de rigueur regulation space suit and offers some handy hints onSSI's Buck Rogers RPG.

The described  
spaceport is more  
theatrical than  
real in your job.  
Exploring it is  
worthwhile, but not  
for the faint-hearted.  
Prepare for the  
unexpected!



If you don't like the icons used for the terrain, you can change their representation from the collection screen.



**H**ere's a guide to the first few steps you'll come across in the game. But first, some general hints that apply throughout the adventure.

The first major problem with this superior SSI game is installing it into three floppy disks. However, if you read the *Amiga Data Card* and persevere, you should struggle through. Also remember to format a floppy for saving! The pre-generated party is well balanced, and a good choice for beginners, as it contains all the major classes and races. Once you've played for a while, you might find these characters somewhat limiting, so here is a tip at creating your own. Another thing

to bear in mind as the difficulty level (it's tempting to set it at Novice level), but the really does make the game too easy. Cadet level is a good choice at first, but even this can fail to provide enough of a challenge once you're used to the game.

Another point to bear in mind is that the weaker members of the party must be kept away from danger as much as possible during combat — they die very quickly, and the last thing you need is for your medic to be unconscious! Advanced warriors towards the backlines hold the line, and don't hesitate to use NOD bombs under your command as cannon fodder — they disappear after combat, so make hay

while the sun shines (or something!).

Watch for the characters' names to go purple; this means they can go up a level. Unfortunately this can only be accomplished in a space instant, but with any luck your characters will be ready to advance once they've saved the Earth base.





It's difficult to avoid slight confusion at the start of the game, but providing you space out your party you should easily win — and just as importantly gain enough experience to distribute the goodies in an intelligent way. Give your main warrior the best plating (they cause 1-8 percent damage instead of 1-4), and the smallest hero (they give off the weakest class) before the others, get them. Once inside the complex, head west to get to the central river. After vicious fight

(watch out for the RAGE forces behind you), the technician will throw a grenade in an attempt to destroy the missile controls. Nominate the character with the most hit points to step in to the grenade to protect the controls. He or she should survive easily and all the inputs will be healed.



Velocity will save you, but don't neglect the beauty — it can be used to reduce pain.

Once at the presentation, take advantage of the facilities. The bar can be a useful source of information and resources, and the medical will heal any wounds sustained by the party. Go to the shop to purchase new weapons and better armor, as well as stocking up on ammo. This is the time to call all the spare weapons — such as laser pistols and bolt guns — and deliver the party has accumulated from earlier fights. Use the money wisely before reporting to HQ to get orders and a shuttle for exploring.

The desired speedup should be your first port of call while scavenging for details. Make a map if you want, but at least keep a record of the floors you've



Look beyond the surface for the truth. You'll have to prove yourself a hero before you can start to win.



Once on the speeding, the team is confronted by a group of robotic opponents. However, laser fighters soon reveal the reasons behind the vision, and target fighters the fate of the game.

## PLAY TO WIN

explored — to avoid repetition and avoid loss of sight. The enemies on this stage are a bit tougher than those on Earth, but you'll find a lot of all the big, bad, and the good. You'll find a lot of all the big, bad, and the good. You'll find a lot of all the big, bad, and the good.

After your first fight with the Garmes, some of your characters will develop visions and skills. Try to avoid letting the Garmes infect too many of the party, but don't panic — even when your characters fall into a coma. Again, keeping the distance between the hero and the creatures will help to minimize damage.



In order to heal conscious characters, try to locate the sickbay. Here's a helpful hint: it's on level 1, so use the ladders and airshafts to get there as quickly as possible. Once you've found it, request the major surgery from the robot surgeon and input the number 00000. You'll find the number of the doctor — 00000 — and the robot knows it. Instead, a number found in a big book early from the first floor will be acceptable to the doctors.





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# HELPLINE

## RESPONSES

### LOST IN SPACE

Tommy Johansson writes from a book about in *Phant's* article in *Space Quest 2* with plenty of objects to help him. But he also has to use them. How can I help him?

To go any further you need a basket, toilet paper, glass, cutter, plunger, and lighter. Walk south from the entrance, to the west end, and then turn left. Continue until a wall comes down in front of you. Then go right and continue until another wall falls. When the floor starts to move walk to the left wall and when the wall is nearly touching you, push the plunger on the wall and hang on. The floor will return and then you can go to the plunger. To avoid the robots that are after you, put the plunger in the basket, light the lighter and set the paper alight. The emergency sprinklers will come on and get rid of all the robots. Turn right and you will find yourself in Veritas's chamber.

### THE GRIM SECRET OF THE FOREST

There was more than one brave hero stuck in *Phant's* Adventure back in October. Alan Goddage & Ramsey takes them through to the end of the game.

When you have collected the gold statuettes from the Isle Of Sorcery, Seraph, Hermit's Tomb, and Gravelled Forest, go to the temple of the Sunstone, defeat the Knight Of Dreams, and take the Sunstone which makes the Walls of Gravelled vulnerable to attack. Explore the forest until you find the secret tunnel that connects the pathways to the witch's castle. Use the Sunstone and kill her with the wand from the dagger's chest.

Take the golden basin, make your way to the coast and call the turtle with the shell. Ride to Swan Isle and catch the golden man with the laser. Take him to the King in the impenetrable mountains and rescue the Princess. You will automatically return to the Palace. The King will give you a hint to take to the Prince in Mathem. Talk to the Priest to receive the fifth gold statue.

The hidden city of Auri will now appear in the desert area where the bigger lives fly. Here and search for the vase, which will protect you from the lava barriers. Make your way to the Necromancer's Castle, tell him with the sword pick up the talisman and go back to watch the end sequence.

### DYING TO GET IT RIGHT

Simon a Lord at an unusual adventure in which the death of the player is inevitable in the *Prologue*. However, exactly what the player does before he dies is an important part of the game that follows. Here, Helen Goddard of *Daggers* accounts how she spent the last few minutes of her life.

Right at the beginning of the *Prologue*, switch off the lights, get the bag, go north, throw the bag through the hole, drop the torch and go west. Get the plaque, get west and reset again, open the coffin and put the plaque in it, go west and get the basket and torch, and then go north. Get the bottle and bag, go south and west, put the robe back in the bag and be killed with it. Finally, put the bag in the bucket, and put it all in the coffin. Close the lid, lie down, and wait for the coffin whilst awaiting your death.

These instructions enable you to get the items into a safe place from the fire and leave a clue to Richard so to where he should start looking for clues when the game proper starts.

### A CRUMB OF COMFORT

Here a note to help to *Gravest* player Klaus Conrad from Marcus Elliott of *Gravest*.

I can only answer one very small part of Klaus letter. Firstly the *Gravest* to the prisoner's castle will not budge - I have tried everything I have not had to get into the garden (I am mastering each maze slowly) although I suspect he may have the same problem with the ice palace. Certain places will only let you in if you have already completed the problems before. If you have not gone to the third castle (the one with the marshlands with the helpful drawings) then you cannot go into the palace.

### A GOLDEN OPENING

Enigma William has been desperately trying to get to the other side of the golden stair on the eighth floor of the castle in *Legend* but Larry T. Here is Nigel Parker of *Demagog* to open it.

You need the bottle of pills from the east window on the top floor. Larry says Go to see Faith at her desk on the eighth floor, look at her, and give her the pills. She will ask for an urgent need which leaves you a chance to dash and press the button there! I want to tell you why more as I'm sure you'll enjoy it more to not knowing!

## HOW TO USE THE HELPLINE

**IT'S EASY.** Just send in your letter, enclosing your envelope with the appropriate bank number if you are sending a response or making a 'query'. If you need some help, Post your letter to: *Play to Win Helpline*, 25, Priory Court, 10-22 Harrington Lane, Loughborough LE11 1BA. If you are making an enquiry outside a few lines explaining why you need a point, sheet, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are replying to. Try to include more than one enquiry please, put each one on a separate sheet of paper. If you send in a response but have an enquiry to include then on separate sheets. That way we can do the enquiries in a logical order.

# HELPLINE

## WHATEVER HAPPENED TO MABIE?

In November, Kenneth Larkin was last seen to speak up about the abduction of Mabie in Police Court. A trouble was he didn't have a lead on the case. Where was Mabie? from *Castle Inspector of Arkham*

First you should phone Colby. Did you go to the inn? Search there to find the phone number. After that, make a call to the city police. Getting help from the police now try to adjust your sights for the final. Finishing that, head for the airport, get a ticket and fly. If you haven't enough money for the ticket, in which phone Linton Police.

## BAIRD'S TALE 2

You only need two passwords to enter the Country Stone dungeon. Passwords and Password. Each password must be entered on a separate line. So press return after Password, and again after Password.

Once beyond a certain point, you can not retreat. You have to proceed forward through succeeding levels to the inner M. J. in Green. (Private)

## FUTURE WARS

To rescue the single daughter you first have to enter the monastery. The alarm you have to find there are a magnetic card which you use to get the remote control unit which is used in the wire there to open the passage.

Mike Coleman

## LOST PATROL

The main problem is gaining strength and raising levels up. The best way to do this is to wait for 15 minutes each time your men get tired.

At the end of the day when it's time to dig is for the night, ready your men in 15 minute stages. This might take a while but it greatly increases strength and moral level.

Make sure you change your social regularly because this draws a lot of strength especially after a hard to hand combat encounter.

Capt. Pinner, Royal Hampshire

## DIZZY

To get the first proof out go to the very top of the tree height and jump off the right. Walk across the clouds until you find the page stick. Go back to the beach making sure you have the page stick and the sub-lar stick. Go into the water and stand at the edge on the second half of the water. Jump straight up. This will now be at the stand in the sky and to the right is the line proof out.

Joseph Lopez, Worcester

## ENQUIRIES

### A FROSTY REPORT

*Byrd* Advice writer from *Arctic* in Norway's complaint that *Marblehead* had a tendency to overload itself, causing him to reset his machine. He is playing version 2.00. Has anyone else suffered this problem and in what version? Meanwhile, *Byrd* has another problem relating to Commodore format.

The captain says: Report when depth appeared. But how? I've tried everything and I can't find any clue in the manual either. Thanks for the best magazine ever to appear in my University. (F1)

### A FISHY TAIL

How Russell of *Male* failed in getting out of waiting for a marmad.

Can anyone tell me how to get the marmad to appear in *King of Quest II*? I have collected all of the items but now I can't get any further. (F2)

### LIFTING THE VEIL

Not usually one to ask for help with an RPG, Matt Peasey of *London* in *Surface* says he admits to being dumfied.

I can't seem to pass the girl where there are two magical walls with a portal in between. You have to run very quickly through the first wall and into the space between, then repeat the process for the second wall. Is there something I'm missing? I've tried the other door with an iron key and a key of Ra, and even a 20 spell-man I work. I would really appreciate some help. (F3)

## X-OUT

Please could you send me a cheat for this brilliant, but extremely difficult game. Hurry, because I've only got one look of her left to pull out before I go mad. Norman Dean (F4)

## LOOM

I've been losing sleep over this game. Will someone please tell me how to get gold (the red metal)?

I've learnt that you can spin drafts backwards, but how do I get the necessary experience to spin drafts with higher rates?

Did also like a cheat for *Ramen II*

Nick Lough (F5)

## RUNNING MAN

Has anyone got a cheat for *Running Man*? I can't get the stopwatch, but I can't get past *Baroque*. I am also having trouble with *Baroque II* from *Palace*. Any hints would be greatly appreciated.

T. in *October* (F6)

## SUPREMACY

*Supremacy* is one of the best strategy videogames we have played, but we are having problems with the games speed. We find it hard to keep track of the ships in their anyway of slowing it down?

David Street & Peter Bradley (F7)

## PARADOX 90

I've recently bought the great new game *Paradox 90*. Unfortunately, I've been unable to get past the first level or kill many druids. (Has anyone got a cheat for infinite lives or level skipping?)

Scott B. B. B. B. B. (F8)

## DRAGON'S BREATH

I have been playing *Dragon's Breath* for over a year now and always run out of money on my dragon deck. Could someone help me find pieces of the treasure and give me a cheat for infinite spells?

Sam Green (F9)

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# PLAY TO WIN

## INTERACTION

### THE BARD IS BACK!

The Bard's Tale series has been popular for a number of years now, and still the questions roll in! Replies are a tribute to the series, and one of them is causing trouble right now!

■ I am stuck on the last level of Bard's Tale 2, and don't know the answer to "The one of whom is great is lame. Please to him, his proper name." I have tried every word I have found in the game, but nothing happens. Please, someone, help me! *Debbie Cuthbert, Farnham, Kent*

**Kath's Response:** I can't help with that one, Roberts, but for every little puzzle there is surely a CUD Amiga reader who knows the answer! Take the name of Thor Rune Haugen from Hammerfall who was contemplating theiddle. Use with "T" in Bard's Tale 1 when we last heard from him.

■ The seven words of the One God are... Use with passion and go forward glimmered... The noble Paul waspoggers fought by men long dead... does not need need to be, something to come pale the game.

*Walter Jones, Epsom, Surrey*

**Kath's Response:** See what I mean? And there's more!

■ In Bard's Tale 2 I have managed to get all the segments except the one on Level 5 in Gorgoth's Tower. I have reached the single, but I am very confused with all the messages I get there. And what do I mean the deatimged? (I know the letters to cast it: ZDZCCT)

*Angela Jones, Tisbury, Wiltshire*

■ You can learn the spell on the first level of Gorgoth's Tower... yadewath the rock in Corbus... Maweth what is this one?

■ I'm in the tomb of Valerian in Bard's Tale 3, and have put Valerian's heart and the water of life in the bowl of Valerian's chest... but I can't work out what else to do.

*Philip Kelly*

*Kevin Sutton, Guildford*

**Kath's Response:** It's not a question of bringing him back to life. When you have put the heart in the cavity of Valerian's body and poured the Water Of Life onto it, the heart should start beating, and a secret door will be revealed. Go through it and look for the tomb with treasures on the wall. And get the Stone of Amnesia of Life. But hang on a bit... is BT3 out on the Amiga in your part of the world?

### TROUBLE WITH TEXT

■ The text adventure is a dead end in the market place. It is certainly alive and well in the home.

■ How can I open the sarcophagus in Trid? I guess I should be getting something in it, no mouse, but what? And I do not understand it at all with the same slab with four holes in it. I've come as far as going out in the sub with the light, turning the torch on in Sarcophagus. But I can't find it. How can I break it down?

I am unable to tell the computer the co-ordinates of my destination in Starquest. Therefore I can't find the back hole, and I'm stuck in the very beginning.

*Jon Morris, Don House*

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## INDY 500

Indy race games proved a hit with readers. Here's how to create the perfect car for the perfect race. Car: Lotus/Beta  
Gear: 0-13  
Wings: Front

4 up from middle	Back	8 up from middle
Slapper No difference		
Roller Right Front	Right Back	Left Front
None	Roller	Left

Comets Right Front	Right Back	Left Front	Left Back
+50	+25	+25	+1

Pressure: 80 at 20

Steaks: Right front and back Left front and back  
Both at bottom Both at bottom

Lives on deck Both full forward



## VENUS THE FLYTRAP

Beat the flytrap with these secret codes to the different worlds in *Quadrant's Venus game* (Not needed) Forbidden Forest

Miracle - Frozen Wastes  
Caveat - Desert City  
Pylaris - Wood World  
Florida - Kaveria  
Sallyrid - Death Valley  
Lysalind - Creeping Swamp  
Pyrrid - Tech World

Woodlind - Translucent Planes

These codes will activate various cheats. Mars, Mercury, Jupiter, Saturn



Although our codes will help, you'll still need to complete the last few levels on your own. (That's it.)

## HAMMERFIST

Hammerfist is a joy to write: the task isn't easy. Try typing in I WANT TO CHEAT backwards on the high score table. This will give you infinite lives.



## ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Not the easiest of games, and the end of level criteria are especially tough. When you're up against the flytrap, make by the top, wiggle your joystick forward, left and right and drop all your bombs. You'll squeak through.

Greg Monte, Cheshire



## SIMULCRA

Here's a few handy tips for Micro Style's futuristic battle game

**The Mothership.** It follows you around, generating missiles and can take heavy hits. Run rather than shoot.

**Homing Weapons.** Retreat as fast as possible and shoot them. Most homing missiles have a limited range and can be out-run.

**Brickring.** The best attack is a fast one. Attack a generator by flying along power beams at full speed. Listen to recognize the edge barriers. (Often you can shut down never merge with the edge, and nearly always lead to a generator.)

Your name type in 01. This will deactivate the radar detection making you indestructible.

## MIDNIGHT RESISTANCE

Pause then type in 11111111 when you know how. That should give you infinite lives.



After you've won your battle, don't forget to save your weapons.

## UNTOUCHABLES

Start playing, pause the game then type in SOUTHAMPTON GAZETTE. Capone will now be firing an infinite army of Elton Razzors.

## DRAGON BREED

Pretty new, but already causing problems. Pause and type FROM. You'll be given infinite lives and pressing R will teleport you to the next level.

## GHOSTS 'N GOBLINS

Get a high score and instead of entering

## LEGEND OF THE LOST

On the password screen type the word EOLEN. You should now be able to skip levels.

## ATOMIC ROBOKID

Typing in TUESDAY 14TH on the title screen will give you a really little menu, which allows you to give Robo infinite lives and all the best weapons.

## VOODOO NIGHTMARE

If you're pursuing Pelica's *Witches Nightmare*, here's how to obtain the last few pins to help you destroy the witch doctor.

**Mission 1** Feed the monkey on your back bananas. Eventually, this will give him a bad case of diarrhea, and he'll run off to a secluded spot.

**Mission 2** He urinates the last cube with his mums. Look in the tree trunk.

**Mission 3** Save a rock native. Buy the stone.

It's always safer to move around at night, so that's when the monkey sleep. When day breaks, hit the pause key. Night will roll out, but because the game is peered nothing moves. As soon as the sky darkens, unpauses and carry on exploring.

Snake Barker's provisions made easy!



## OPERATION STEALTH



A Snake Barker's gone missing in Delphine's *Operation Stealth*. Here's how to get it back.

Go to the newspaper machine and examine the returned coins slot. Take the coin and insert it into the machine to get a newspaper. Examine the newspaper and go west. Open the brief case and examine the passport. Take the notes. Operate the calculator and place the passport into the slot. Set the machine for Germany then press the cancel button. Go east and show the customs guard your German passport. Speak to the girl then go west. Show the guard your alarm clock. Examine the baggage then take case marked Montreal. Go east (into the office). Open the suitcase and take everything out of it. Plug the cable into the power port and use the tape. Go west, south, then west again. At the airport, move near the sign and wait for a taxi. When one turns up, get in and head towards town.

### In Town

Go up, west, then enter the bank. Give the bank teller two bits of money. Go east twice. Give the coins to the teller and take the red card. Find John and give him the card. Go north, then west twice. Go down to the park bench. When the agents leave, take the card and the key that leaves the park and turn east. Go back to the bank and give the key and the card to the teller. Go south and use the key on the safe (bottom right). Take the briefcase. Be back and the envelope. If it now be captured, (finger) operate and click on the ground. Use the metal to cut your hands. Operate the metal and place the package. Place right and use the package three times. Go east

and turn across three screens, surfacing for an wherever possible. Go up the stairs, west twice, then down the stairs to the beach. Speak the old man then give him some change. Climb the stairs then north, lines the hotel, go through the west door and up the stairs. Go west and open the right hand door. Save the game.

### On The Ship

Operate the forecast. Upon approaching the screen select operate and click on the jet.

### Pelica

Negotiate the four mazes, saving the game as you make progress. Go through the door at the end of the maze. Pull the release arm. Use the box on the safe. Press the on button. Use the remote to alter the combination. A red light will come on when you select a correct number. When all four digits are entered, press the off button. Take the box, operate the lock and take the envelope.

### Water Slide

Avoid the rocks. Try to catch your opponent.

### Underwater

Swim straight down. When you reach the sea bed swim west until you see three pieces of treasure. Keep swimming them until you receive two messages. Swim east as far as possible. Press the button on the palm tree. Go east through the opening and operate the periscope. Once you're inside the cage use your gun on the lock. Use your watch on the east wall, followed by the west wall. Go right over the grill and pass through the maze.

### The Minecart

Move slowly to the first alcove. Use the open air (comment on the guard). Take the clothes, the boots and the laser. Use the laser on the soldier. Take the map and use that on the soldier too. Take the glass and go south. Go

through the door and into the room. Examine the door. Take the rubber stamp and the tape. Use the laser on John. Go south, then east and go through the door. Examine the door and take the instructions. Use the glass on the fountain. Operate the garbage. Take the helmet. Go west, north twice, west and enter the door. Use the glass on the officer. Take the stamp, go north and

operate the cigarette case. Operate the top cigarette and use the paper on the glass. Go west, then south and go through the door. Use the stamp on the ark just. Then use the pad on the instructions. Go west, north and use the finger post on the CD pad. Go east and use the instructions.

Insert on the mailbox. Go north and use the wireless cable on the plug socket. Operate the razor that use it on the trash can. East east, use the bottom cigarette on the computer. When the computer blows up, operate Otto. After the light use the CD on the CD player. Exit through the top left door.

### Helicopter

Operate the elevator to the lobby. Operate the elevator to complete the game.

## NIGHTMARE (THE MOVIE)

Follow these tips to get through the first section of *Cosmos's Nightmare*.

Go to the hospital. Nurse will tell you about Helen. Go there next. Don't worry about running through red lights. They won't stop you. Repeatedly jump the fire button to escape from Pelican. Don't worry about being shot. Pelican's life ensures you survive.

Once you're rescued from the police, return to Helen and enter the town. Open the piggy bank. Go down to avoid the house. Inside Helen you get to meet Mr. Lyle, who tells you have a good look around. Seemingly to level three up and Nightmare. This leads you into the second section of the game.

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# GRAPHICS DIY

**Last month, Gary Carr from Bullfrog explained the basics of animation, using the 'squash and stretch sphere' technique. This month, he moves onto the delicate subject of how to link animation and place it onto a backdrop. . . .**

Now your balls are bouncing. Nearly too fast! It's time to move quickly onto those complex animations. It helps to decide early on as to what form the demo is going to take. There are a number of different approaches you may like to try. The sequence could, for example, trace a cartoon feel. In this case, your animated subject need not be logically correct. In the game play, some four legged dinosaurs are depicted as two legged - Garg Bunnies for instance. The real advantage to concept anima-

tion is that there are no rules to govern how the subject should look, but remember the said ritual should have all the same qualities as a realistic depiction, and that is the essence of the character.

With this thought in mind, try the little animation exercise. Get a friend to draw a squiggle on screen using *Dr-Paint-It!*. As you were shown last month, give it out as an animation frame and set up a 'lick book' of animation frames (give yourself a generous amount). Now comes the tricky part

caption part. Try to imagine that the squiggle is your character and try to make it move in the style of the creature you are trying to simulate. In the case of the demo, try and suggest some key movements to your shape. If you can get your friend round this, you are more than half way to winning the Demo competition. What sort of shots are strange?

So, once you have your own animation and had finished, you can begin to add some artistic touches. Here at Bullfrog we try to make our nice touches as functional as possible rather than just being a pretty effect. Take *Powermancer* for example. Every single piece of animation and graphics within the game has an identity and serves a purpose. The pig gains oral messages; the clocks deliver nearly bomb-like news when a screen you need not want to keep them at. These additional details are what can make a good

piece of work into a great one.

In my version of the CU demo, I used top of the range graphics to suggest depth and also to create a feeling of a hostile terrain. Incident graphics are some of animation and backdrop that, though not important to any aspect of the core of the sequence, help provide atmosphere under an artistic presentation. In this case, during the eating sequence, a snake slithers down behind a rock at the rear of the cave. It then slithers away through the top edge of the drag animal's screen, finally sliding out of shot. These touches also help give a real digital continuity.

Moving back to animation, if you have access to a video recorder, try and build up a reference library of different movements by taking the relevant frames. Justify one is easy to see when using the frame advance) and having paper. Even better if you have a friend or family member with



If you're keen following Bullfrog's tutorial for the CU demo game over the last couple of months, you should now have the following tools (if you can find them): our November issue has showed you how to create a suitable backdrop for the demo, and last month we explained how to construct the spinning ball and CU demo screens, and show an animation sequence to link the two sequences.



A good video board is essential for successful animation. Give your characters as large a possible, without taking up too much space that you compromise the speed of movement.

Remember the 'floating page server' effect we wrote about last month? Draw a character in various stages of motion. It would be eating, running, sleeping. In fact, in any activity to illustrate the subject.

Try to make your animation as interesting as possible. A walking, running, crawling on a floppy frame with one arm while waving a fly with the other is far more interesting than a thingy who crawls a flappy.



a video camera, you can film as many scenes as you need. Remember to include some sort of scale measurement within the shot.

This may sound a little like cheating, but it improves the quality of your work. Then why not use it?

## THIS MONTH'S SEQUENCE - THE DEAD CARCASS

From the storyboard we chose a shot that of the ape-man pulling a bone off the dead car case, picking up the camera and leaving the window (the bug gets our character in some sort of leaders). The majority of this sequence is the ape-man eating the bone, but I have added other touches such as him imitating the ape in an attempt to join in the feast. The ape also scratches his head in a distressed ape-like manner. As I mentioned earlier, these touches help enhance the character of the object.

The bone is then tossed into the air, linking up to the opening bone sequence.

## 'REALISTIC' FANTASIES

If you decide to present the sequence in a realistic nature, it's worth spending time studying how the subject moves, from any good reference.

Don't make assumptions while designing the animation, as though the head of an ape looks fairly similar to that of a human being, the joints move and function in a totally different way. There can be nothing worse in a scene than wonderfully realistic still graphics being spoilt by a poor understanding of subject movement.

When starting your animation sequence, don't get bogged down with graphic detail while each frame. If you do, the chances are you'll end up with hundreds of attractive pictures which animate badly. Whenever, the quality of an animation comes first. Once you have this cracked, then work on improving the graphics. For reference, take a look at the

graphics for *Knuzzles* from Progression. The actual apes are far from impressive, but thanks to some wonderful animation, they take on an incredibly strong character.



Putting the pieces together: Here should start a sparkling sequence with *Delta*. 'You were shown how to draw the background in the November issue. Now it's time to start making the scene and the things you'll create the best. Now you have the beginnings of a sequence. Here we see the sparkling star. The background is in front of the star. The star will glow up a bit and then back down the air. The scene will split to the air. You'll see the explosion of light, and then the scene will turn into a sparkling star. The background will

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# DEMOS

Mark Patterson takes his monthly look at what's new in the PD libraries and previews disks from Tobias Richter, 2 Bad Boys, Fraxxion, Demons and Time Codes.



Along Tobias Richter from the traditional Star Trek there we have the new Enterprise which features in the Post Generation

Tobias Richter also have Enterprise. His latest release is a collection of scenes with the Post era in the new projects. This disk and most of his previous work can be obtained from A Bit On The Side

## SUPPLIERS' GUIDE

Star Trek PD 23 Through Blvd, Colgate, NY 12516  
 A Bit On The Side 8 Thurm Place, New Bedford, Massachusetts  
 The Power Company 120 Portland Street, Boston, MA 02114  
 888 123 Geneva Road, Newport, Isle Of Wight, PO18 8LJ  
 Spectrum 85, PO Box 87, Watford, WF1 1LJ  
 Perspective PD, Clave Cove, Gwent, NP23 5LJ  
 CAPOL, 64 Melrose Rd, Redbank, Walsley, Walsley, Walsley  
 Sector 18, 188 Hollow Way, Gillingham, Kent

Drinking away from SF. This is a depiction of a character in a red suit going in for the kill against a French agent.

2 Bad Boys present their latest Airage series. This time it's from the London Boys and is available from Virgin Press (1994)





AN excellent example of colour digitalising. This disk is available from PCS. If you want more info about getting your stuff digitised, check out Additional.



Freeman appear once more. Though this new demo is nothing more than a well presented slide show, the intro to their version of the original Alien Breed, complete with samples from A 80 On The Edge, disk 700.

Above: *Construck II* features some original ideas, graphics and music. Produced by Bortone. *Amazing and the Power Lords*, it's now available from A 80 On The Edge, disk 500.



*Time Code* is a total Payal. *Time* features true skills from the movie and a soundtrack which takes samples from the same place.



## DEMOS COMPETITION

Three months ago we asked you to identify four top demos by looking at just a snippet of a screen shot. As usual the response was overwhelming, with the majority of the entries being correct. Shot number one was the *Bludwain Mega Demo*, two was *Star Trek* the game by *Tallies Whittier*, three was *Freaxian Haven*, and number four was the *Power Lords* by *Boon X*.

First prize of a hundred 90 disks goes to Wayne Mervel from Tamworth, second prize of twenty five disks going to Mr A D Kay in Canterbury and third prize belongs Peter Rhodes in Romford. Thanks to Virus Free 90 for supplying the prizes.





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Another common mistake heard is "All PUBLIC DOMAIN has got a virus on it". It is a very rare thing to find a virus on PD these days, if any slip the net, most libraries of any repute will make sure that they are safe. Most PUBLIC DOMAIN software contains ANIMATIONS, MUSIC, GAMES, ARTS/SHOWS, UTILITIES and MUSIC/GRAPHIC DEMOS. DEMOS can also be found within the realms of PUBLIC DOMAIN.

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Public Damage Software  
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# DEMOS



## JUNGLE BUNGLE

PD adventure games are rare and few between, and most that appear are awful. *Jungle Bungle* although straightforward, features plenty

of puzzles to get into and lots of graphics. Most of your character's actions are controlled by the mouse, but this leads to confusion as to what option to use. But on the whole, *Jungle Bungle* is a good, fun, well presented adventure.



## ARCADIA

An breakout clones go *Arcadia* is very competent. The levels are similar to those in *Arcanoid* as well as the level layout.

A new type of alien has been included which imitates your ball on contact as well as deflecting the ball. The usual features such as catch ball, enlarge, slow, warp and bombs are included. Nothing new, but *Arcadia* is the best PD breakout style game to date.

## THINGAMAJIG

Educational products are normally only played by adults for a good laugh. *Thingamajig* is better to draw adults in through their interest as well as captivating the kids.

*Thingamajig* is nothing more than an elaborate jigsaw. It takes a picture breaks it down into thirty or so pieces, then gives them back to you one at a time. A help mode is at hand if things get really tough. Basic, but interesting kids package.



## COLOURING BOOK

Another novel idea is the colouring book. It comes with six black and white pictures based on nursery rhymes and sixteen colour pencils to paint them with.

Simpled animal noises and tunes play through out this's anything to go by. The four stars even spend half an hour colouring a pig in. If she enjoys this, then the kids will too.



## DYNAMITE DICK

This is very reminiscent of early 64 games. Dick is out searching for gold in a abandoned mine, much to the annoyance of the resident wildlife. All Dick has to defend him self with is a supply of dynamite, which he can use to blow up obstacles, walls and out pits.

Before he completes a level he needs to get rid of a number of gold nuggets which often lie in awkward locations forcing a lot of thought from the player.

*Dynamite Dick* is a good fun game with amusing noises, graphics and game-play.



## AMOS PD

By launching AMOS Mandrake have created a veritable army of amateur programmers. It was only a matter of time before these programs started to merge on the machine-based PD world.

Although relatively new, the AMOS PD library now consists of over a hundred programs, ranging from AMOS updates and sound libraries to games, utilities and educational software.

The AMOS PD library and club are just restricted to the UK, thanks to British in Australia and the US, which means the catalogues will soon be updated with overseas partners. There is a licenseware section which contains some higher quality games and educational packs, but these cost £3.00 each as a royalty has to be paid to the author. Most AMOS PD will run independent of AMOS, this means that it's open to anyone. For existing AMOS users there is a range of utility disks and expansion packs including fonts, IFF pictures and screens. Most software in this range comes unprotected so that the user can learn how the routines were put together.

For further information on AMOS PD you can contact the AMOS Public Domain Library on (0243) 455261 or PCJ on (021) 6325543.

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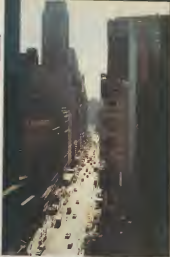


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# AGENDA

The recent  
entertainment '90  
conference, held in  
mid-town Manhattan,  
New York, brought  
together delegates from  
all over the entertain-  
ment industry - people  
who realise that  
Interactive  
Entertainment is the  
boom area in the '90s -  
John Cooke was there  
as well, picking out the  
weird and the wonderful  
- yes, this is the shape of  
things to come.



## INTERENTAINMENT '90

### NIGHT CLUBBING - BY COMPUTER

OK, so your mates have dragged you down to the local club, you're waiting for your best mate, instead some alternative and sex-ting your best to look cool. Because, as you don't know anyone, and suddenly feel intimidated by the unknown in social confrontation.

The usual solution speedily shrugs down through the ages, is to get as many pints down you as quickly as possible, then try and get someone up before the start a relay of confidential messages into the barman.

Ballando, isn't it? An American comp party has come up with a simple solution to break the ice of such gatherings. Keeping the disco, you fit in a simple system on your laser, glasses and details, this is achieved by a computer

along with a digitised video mug shot.

Our camera a portrait full of compatible types, (who have also filled the same form in) along with their pics and a percentage score on how compatible they are with you. Armed with this you can make your

selection in the knowledge that at least you now know a few names and maybe might have something in common to talk about to break the ice. This could be the next phase after Karaoke, y'know.



Like it? Well, John Cooke (top right) is not white, but he's got a camera, like a video camera, and a computer form, and not paper, digital, but in compatible types with others, he can build a long and fruitful relationship. Obviously, they're more than just photos.

# SETTLE DOWN WITH A BIRDIE



# AND A GOOD MYSTERY THIS CHRISTMAS



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## THE INTERACTIVE BOOK

Get you know that only 3% of top execs have ever used a personal computer? Too busy talking. And maybe phones maybe but it is true that in the so-called Computer Age for top execs people are still scared of anything that has a keyboard. TV monitor and begins with the letter C.

A Texas company, Emprise, have decided that this isn't good enough and has designed a new computer for training and learning purposes, primarily, will use friendliness in mind to produce an optimum delivery solution for information retrieval. Its called Camarogica.

Using Human Factors engineering techniques they've come up with a design that looks like a book, resting on a lectern. In fact Emprise calls Camarogica an e-book that uses the microprocessors as a helper in the same way that an automatic camera has microprocessors to autofocus and produce the right exposure. Camarogica is designed to be a book with microprocessor support to turn the whole thing into a true multimedia experience.

The multiple displays are the most innovative part of the design, with a VGA active A4 screen to display pages of text, a smaller 4" full colour screen to the left under the column of text displayed running down the right of the text display. There's also stereo sound coming out of you to the left and right of the display.

Just built on the unit show it to be remarkably effective - and it's certainly a powerful piece of machinery with a 20MHz 386 processor on board, modem, tape drive and a CD Rom drive. And around 15 thousand pages of text, 20 hours and colour stills, 15 hours of speech and 60 minutes of video can fit onto one of its CDs. That's a lot.

Its expensive right now - at \$4,000 plus - and aimed at industrial/strategic use, but it's never ever sold in the office it would be a lot cheaper and would be the ultimate personal teaching tool.

## AMIGA DREAMS

When Jean Y'neff has made a real flash over the past few years with a software package called the Mandala system that has an Amiga at its heart.

He points a video camera at himself as against a green chromakey screen. Then the image is sent to the computer overlaid over some computer graphic screens. The example here is a self test.

The person in front of the camera looks at the resulting merged image - and the system reacts to movements you make on the screen.

For instance, when you hit the drums with your hand, drum sounds are produced by the computer - a different note for each drum, plus the cymbals. Quite noisy really - but there are other apps.



At \$4,000 Camarogica isn't cheap, but Emprise is pretty interactive book just might come something like never revolution in the computer world. It's really aimed at educational and training markets. The device is being tested as an optimum delivery solution for information retrieval.

options for instance games.)

The most popular is one in which you kick yourself standing in front of an ice hockey goal and computer generated pucks spin towards you. Defend the pucks away from the goal by telling your hands what to do.

More current are what are termed experiences - complete with mood music. Bubbles rise from the bottom of the screen. When you move to touch them, they burst and turn into birds that circle your head.

With the package installed at such places as the Smithsonian Institute in Washington and the Wandersland of Science and Art in Tokyo, the system produced by Y'neff's company, rival efforts is getting quite a reputation. And if you fancy having a go yourself, authoring units are for sale.



Top: Standing against a chromakey screen, a video camera records your image and sends it to a computer. Then, some computer graphics are added to the picture and then the software program - Mandala - takes over allowing you to interact with the resulting image.



# Castle Software



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**BATTLETECH -  
INTERACTIVE GAMES**

The world's first interactive computer game centre has just opened in Chicago - and with celebrities like Kurt Russell and his film crew opening up to have eye-fix, answers to how it's done are given.



Specifications of each package being positively mind boggling, each made up of 50 separate PC boards with fan cooling, and shows the front view out of the 1000. (It's difficult even for me.)

[illegible]

44000-320000 5-4 thousandcolours out of a palette of 16 million. Each last year has 34 5-Meg at Paris and a parts of hard were scaling standing benchmarks.

The sound system can place any sound within three dimensions — just as your brain does in the real, 3D world.

10

There are close to 100 controls and even more industrial lights. Initial test results say the patients love it - even though it gets a bit pricey at about £2 by 10 minutes of use.

\*Taken apart and all plastic parts and things and with screws. At 1999-2000 is time the system isn't strong and perfectly. There are no signs for the next three years in the new house.



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# HANDISOFT

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6:00 a.m.	Good News	11

## HORSE-RACING

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# ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

## UTILITY SOFTWARE

### PROJECT D

Project D is basically a disk copier (project). There are other functions included as well, such as the disk editor which allows you to examine and modify data on the disks from AmigaDOS level right down to the raw MFPM level. Not only does Project D allow you to back-up unprotected disks, it also allows write-protected disks to be copied as well. It will even copy disk formats from several non-Amiga operating systems, such as Atari ST, MS-DOS, CP/M and Xenix. These all only copy to the same formats of course, not translate to Amiga formats. You can make multiple copies of disks, although since the program is primarily intended to make back-up copies for your own use, the inclusion of this facility is somewhat dubious. CU would like to make it perfectly clear that we don't endorse software (being in any shape or form).

Verdict: A mode-a-bly test disk copier with a good disk editor and some extra features you may find useful.

Flywheel Media (0288)  
1625033 Price: £27.50

### AMOS

Billed as 'The Greater AMOS', Revo is designed to make program creation easy — or at least easier than doing everything from scratch. Because the Amiga is quite a complex machine, anyone upgrading from a computer like the C64 recently found them-

selves in difficulties when they tried to get all the fancy features. While AmigaDOS has commands to handle many of the Amiga's features, it's with such a half-decent game tree difficult. AMOS allows programmers to concentrate on the design of the game without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the AMOS Basic language gives you a power over the Amiga only previously available to the most dedicated programmers.

In addition to the AMOS program, there are a number of utilities that come with it. These include a sprite editor, a sprite painter (which allows you to create a sprite from any BMP format picture), an background screen designer and a very handy HELP facility which can be loaded into memory before you start using AMOS. Also included is AMOS, an animation language which allows you to generate smooth animation sequences for inclusion in your AMOS programs. Animation speeds are quite impressive. There are one or two problems if you own a 1000 with expansion memory: some of the screen displays go haywire and the system crashes frequently. These occurred when running all of the 4 demo programs supplied as examples. AMOS owners shouldn't suffer from these problems though.

Verdict: You will need the original disk in order to write a games program, but AMOS will make it much easier to achieve a printable and useful A-mig. A must for budding games writers.

Masters Software  
(0252) 575548  
Price: £49.95

### K-SPREAD 3 AND K-SPREAD 4

Renowned for their spreadsheet software, Kume have now extended their range with K-Spread 3 and K-Spread 4, two professional spreadsheet systems. The systems are billed as some of the most professional to be the Amiga, and can load and save DIF Lotus, ASCII, WKS and WK1 files, and the systems are fully VMSIP compliant for user-friendliness. Each package sports over two-hundred functions and covers database, logical and financial handling and time and cost calculations. There is also a facility to define your own functions to suit your needs. These can then be added to the system's menu system. Files can be loaded, swapped and renamed, and the system automatically saves whether it is a numeric or text file. It is handling K-Spread 4 can do all this, but also has macros and graphic facilities which allow you to bring sequences together and provide graphs of your details respectively. In addition, the graphs can be sub-plotted and redrawn via the F keys. (Both come with a file and Postscript manual and are available now.)

Kume  
Price: £79.95 (K-Spread 3) and  
£89.95 (K-Spread 4)

### THE DIGITAL MUSICIAN

Thelamus are normally associated with their fast-at-action shoot-em-ups, but with The Digital Musician they take a brave step

into the field of music software. Written by Sobeyco, The Digital Musician is a complete package that takes you by the hand and guides you through the difficult stages of making music. Amigalet is many features: 4 ready-made sample patterns and song editors and drums that, despite its many features, it is extremely user-friendly. It also sports a MIDI option. The manual is extremely easy to follow and points about to enter the world of music packages should give the user what

Thelamus  
Price: £29.95

## ACCESSORIES

### SOUNDBLASTER

Ever wanted mode-quality sound off your Amiga? At last, then. Manchester's Bren Software have come to your rescue. Soundblaster is a new device which allows you to hook your Amiga to a twelfth and speakers for better sound quality. The speakers look like they've been nicked out of a car, but they make your games sound real of this world. The three device plugs into the back of your machine and a sports buttons which allow you to alter the balance and change the volume of the output. In addition Bren are also giving away a pair of stereo headphones with the device so that if your Amiga is a little bit too loud for your neighbours, they've got a plug in and still benefit from the improved sound.

Bren Software  
Price: £52.99



## MINI-AMP II STEREO SPEAKERS

If you don't have your full stereo system in the same room as your Amiga or you don't have a stereo monitor then you could be missing out on some superb sound. The Mini-amp II consists of two rectangular speaker units and a volume control box. There is also a lead to plug into the serial port for power. By placing a speaker either side of the TV or monitor you get the full stereo effect of games, music programs and those excellent demo disks that are always appearing on the PD market. One problem is the very short lead between the Amiga and the volume control box, which means if you use something like the A500 Control Centre then it is difficult to adjust the volume. **Verdict:** If you don't already have a stereo setup, definitely give this serious consideration.

Trilogic (0274 478062)  
Price: £19.95

## THE PHASER

This device taps into the internal and external drive signal lines of the Amiga and enables the user to see exactly what happens when the computer accesses the disk drive. It comes in a small white and grey plastic box and measures 3 inches wide by 8 inches long and 1 1/2 inches deep. The unit can be plugged into the external drive socket of the Amiga and has four independent functions which are indicated by at least one high intensity LED. Two LEDs indicate which side of the disk is being written to or read and another lights up when the computer is accessing the external drive. A useful write protect switch at the back of the unit will write protect disks in all drives even if the disks themselves are unprotected. This will stop all programs from being written to any disk.

The most important feature of this unit is its detecting viruses. For a virus to be destructive it must first

write to the disk. The write light of the Phaser will then or at anytime the disk is being written to. Boot block and Link modules both write to disk within 10 seconds of installing onto a computer. All you need to do is watch the indicator and if it lights up you've got a disk virus.

The Phaser costs £34.95 plus £1.25 p.p.s. (includes the service). Prices material charges payable to John Doolley and sent to: TIS Middle/Crookford, Stapton Road, SS16 4JA.

## A500 CONTROL CENTRE

If you are fed up with all the wires coming out of the back of your Amiga and the fact that the monitor (or TV) has to sit well behind the computer to avoid fouling the plugs and leads, then the solution is at hand. The Control Centre fits over the rear of the A500 and gives a huge workspace for the TV or monitor to stand on directly above the computer. There is also a small full width shelf which will house extra disk drives, papers and disks. Since the joystick and mouse ports are now tucked away underneath the unit, two leads connect from the back of the Amiga to two sockets on the side of the Control Centre so that the mouse and joystick can be easily removed or replaced. The whole unit is made of metal so will take virtually any weight of monitor or TV. The unit comes in two parts but needs only four screws to assemble (plus the fitting of two 2 pin sockets into their holes in the side). **Verdict:** If you have your A500 permanently installed somewhere then this is an ideal unit to keep everything neat and tidy.

Premier Leisure (0450 360738)  
Price: £49.95

## GS4500 SCANNER

Orbit have improved on their GS4000 hand scanner and the

result is an even clearer image thanks to the custom LSI chip that has been used. Comparing these improvements they have also added in the scanner software and it now features the ability to merge two scans along with a number of new scaling algorithms. In addition Orbit are bundling the scanner and software with Photo Plus Scanner making it one of the better value scanners around.

Orbit  
Price: £199.95

## ACTION REPLAY MK III

Also from Orbit is the new updated Amiga Action Replay cartridge. The new MK III version still has all the features that the first one had but has had a Mega Board Tracker added. DOS commands a disk monitor and an Autofire manager added making a powerful and extremely useful development tool. Also for people who love the need to save systems from their games show off high-scores and the like, whereas the first one required a lot of hassle as you needed to get to save as an FFF file, the new software saves it down as FFF straight away. Similarly, crash detection is saved straight to DOS. A few other rough edges have been smoothed off too and there's also a version of which will fit the A500 which costs less than half the price asked before.

Orbit  
Price: £59.95

## MINIGEN

A frame-grabber device is what you're looking for if you (or VCR) picture with the display from your Amiga. This is a budget model aimed directly at the home market and means that you can now use the Amiga to film and even interact with your home video. The unit is the same

size as the Tri module for box and plugs into the same socket. There are three positions which enable the Amiga graphics only, the video signal only or a combined picture. In the combined picture the video signal replaces the basic ground colour on the Amiga screen. Thus a coloured line on a plain background will show up as a coloured line superimposed on your video picture. The output signal from the Minigen is composite video so if you are used to using an RGB monitor the combined picture will lose some of the fine detail of the Amiga screen.

**Verdict:** If you are into home videos in a big way then this is well worth considering.

Applied Systems  
Developments Ltd  
Price: £115

## AUDIOMASTER III

Famed for their Expert cartridge, Trilogic return to the field with a new Amiga sampler. The Audiomaster III has been called by the company as the finest price/performance sampler available for the Amiga and it runs on any 512K machine although there is a user extra memory can take advantage of a few additional features. Amongst the many features there is a CD simulator for music sound and it can also sample or compress 52.8K samples per second. Also adding to the software's value Trilogic are throwing in a free MP3 Stereo Sampler. This small piece of kit complements the new software and can handle the fast sample rate of over 100K a second. Audiomaster III also houses a state-of-the-art sampling chip for a merely extra three quid. For a merely extra three quid, Trilogic have added a printer through port to avoid any annoying pulling of cables allowing the sampler to be fed plugged in at all times.

Trilogic  
Price: £99.95

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# ADDITIONALS

## BUSINESS SOFT

### INFOFILE

This useful software acts as a database manager and can organise sound graphics and information into easy-to-access bite size chunks. With infofile you can store and organise addresses, phone numbers, and fax numbers of all your business contacts, clients and friends. It can also help with basic business accounts - expenses and income for your small business or home can easily be maintained.

Infofile comes with ready made database templates already designed for the most common sectors for storing information. The Template Disk contains templates for addresses, your church, local club and country club. It also contains templates for book, music, video, real estate listings, golf members, and even one for keeping track of your own business.

Infofile is also capable of storing and displaying any GIF graphic file created from *Pixel Paint*, *Deluxe Paint*, *DigitPaint* or any other IFF compatible painting or digitising program. Additionally the utility can also store and play any IFF digitised sound file created by *Future Sound*, *Pro Sound Designer* or any other IFF compatible sound digitising program.

We'll have a full release next issue.

For further information write to The Data Company 85 rue Marcel Claessens, 82100 Boudry-le-Château France. Price £59.95

## EDUCATIONSOFT

### FUN SCHOOL 3

Delaware continue their Fun School 3 series with the addition of three new packages. Each

aimed at a different age group. There are learning games for 5-7 year olds, over 10 and over 10. The games are very simplistic and involve elementary puzzle solving but they are bound to please the younger members of the household who have no idea how the computer very often. The presentation is about as good as you are going to get, educational and simplistic. Games beginning a specialising the games for to look at - what if you want to keep a kid's attention for more than 10 level games in all these packages are well worth a look, they should keep their respective age groups going for a while and with six packages per package they probably won't need to look for a while.

Delaware  
Price Not available at present

## NEWS SOFT

Derbyshire schools are well known for experiencing Japanese culture and language which leaving their classrooms - thanks to technological breakthrough by Commodore.

Commodore's revolutionary CDTV combines the technology of the computer and the compact disk with an ordinary television. The Derbyshire school is part of the CDTV pilot marketing plan to its launch in Spring 1991. Japan World is the first dedicated educational program for the new machine and was developed by Global Learning Systems Ltd and Derbyshire County Council. Following Tokyo's decision to build a £700 million per assembly plant in the county.

Commodore will be supplying CDTVs to the secondary schools taking part in the scheme which is designed to foster a better understanding of the Japanese language and culture. Using a unique video and remote control unit, the Derbyshire schools will be able to experience Japan

on their classroom TV screen in full colour and stereo sound complete with text, graphics and motion video.

By linking the presentation of audio and visual info to their responses, students are able to work at their own pace and teachers can tailor programs to individual needs.

## JOYSTICKS

### RACEMAKER

An unusual joystick in that it is shaped like the control handles on an aircraft with the buttons on the tops of the two handgrips. It also has a variable rate auto-fire capability controlled by a rotary switch on the base. Although it looks as though it will give proportional control it is a straight on/off type joystick and doesn't give a very fine feel particularly in the up/down direction. Great fun to use for car race games and flight simulators.

Westat. Definitely has appeal but a little pricey.  
Eurocom (0282 601506)  
Price £36.75

### ULTIMATE RAPID-FIRE

This wide base metal shelled joystick will really let you ball.

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ADDITIONALS OFFERS THE READER A COMBINE YET COMPREHENSIVE GUIDE TO AMIGA UTILITIES, PERIPHERALS, MUSIC AND GRAPHICS PACKAGES. IT'S EASY TO-READ, EASY TO USE, ON, YET IT PACKS IN THE FACTS.

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These items. There are no less than 4 big red fire buttons, two on either side of the stick. Combined with a variable rate auto-fire control, this means that it can be used comfortably by virtually anybody, either left or right handed.

Westat. Although expensive this is the one I'd use.  
Eurocom (0282 601506)  
Price £28.40

### QUICKSHOT II PLUS

The old twenty GDI joystick has been given a new lease of life by the inclusion of new micro-switches which give a much more responsive feel. In the past the Quickshots have been heavily criticised for their lack of strength and responsiveness, and the addition of the switches should ensure that they have a more positive feel and that they last a lot longer than their mechanical predecessors. Also at the surprisingly low price this is definitely a worthwhile buy for Christmas.

Westat. A new version of an old favourite which is good value for money.

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# ADDITIONALS

## PRINTERS

### STAR LC-10 COLOUR

With the Amiga's colour graphics of outstanding quality the appeal of the machine many users want to be able to produce the images on paper. The Star LC-10 is a popular portable and colour version and most well with the Amiga. The preference printer driver must be selected in the CP/M or DOS which the Star printer emulates. Although there are only four colour options (Red, Yellow, Blue and Black) these colours are mixed together by the printer to give a wide range of shades. Unlike an inkjet printer which normally gives fairly faded colour reproduction, the Star LC-10, which is a dot-matrix printer like the Star does sometimes have the overexposure rather than than it applies on screen. While you can compensate for this by using the primary colour more than subtle shades this does not help when printing predefined pictures from D-Picture. Despite this the ability to print out a picture in colour has got to be a huge advantage over a straight black and white printer. Just to put regard as the standard 800x600 version and in normal black edition can be fitted to save wasting the expensive colour ribbon. The control upgrade from the Star LC-10 to the colour version so if you think you may need colour printing in the future, go for it now.

Verdict: A good all round printer with good quality text and adequate colour printing.

Dot Matrix Ltd  
Price £295

### OKIMATE 30

For sheer value for money it would be difficult to beat the Okimate 30. It prints in colour using a thermal transfer ribbon which gives a kind of high quality wax feel to the picture. The quality of the colour can only be described as very good, particularly when you consider the

price. Unfortunately the quality of the text is not so good as it is not so good as the control really is considered as the only printer type to have a good quality letter size. The Okimate 30 is a very small printer and the actual size of a full screen picture is smaller than most other printers. It is also extremely slow particularly if the whole picture requires to be captured in a no white background. The ribbon has the ink mixed down into the other rather than in two cooking ingredients and so they are only single page ribbons you will use them up at a rate.

Verdict: Despite some shortcomings, if you want a printer having the dumping colour graphics that this is a good value for money.

Cit  
Price £145.00

### CITIZEN 1345 DOT MATRIX PRINTER

Just in time for Christmas. Citizens have unveiled the 1345 (4 pin dot matrix printer). Citizen judges that the printer is a perfect entry into the world of the most versatile on the market. It can produce charts, diagrams and graphs with minimum effort, and can print at 120 characters per second while in draft mode. Also being a word that Citizens are aware of it of the home use, they have made graphics as simple as a colour-coded control panel. Likewise it can be made to print on either ten fold pages or single sheets - the latter of which are useful for headed documents. Citizens will be supporting the machine with a variety of accessories including a serial interface board, a stand, a panel interface and a manual expander. Finally Citizens are offering an incentive to new buyers in a complimentary software package with reference still guaranteed on all parts and offering replacement for them at a low price.

Citizen  
Price £219 (EXC VAT)

**PREMIER MAIL ORDER**

**Title marked "S" are not yet available and will be sent as soon as they are released.**

Please send orders to: [JGordon@wiley.com](mailto:JGordon@wiley.com) or write to: John Wiley & Sons, Inc., 605 Third Avenue, New York, NY 10158-0001, USA.

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Project	Start	End	Start	End	Start	End
Project A	1/1/2020	1/31/2020	2/1/2020	2/28/2020	3/1/2020	3/31/2020
Project B	2/1/2020	2/28/2020	3/1/2020	3/31/2020	4/1/2020	4/30/2020
Project C	3/1/2020	3/31/2020	4/1/2020	4/30/2020	5/1/2020	5/31/2020
Project D	4/1/2020	4/30/2020	5/1/2020	5/31/2020	6/1/2020	6/30/2020
Project E	5/1/2020	5/31/2020	6/1/2020	6/30/2020	7/1/2020	7/31/2020
Project F	6/1/2020	6/30/2020	7/1/2020	7/31/2020	8/1/2020	8/31/2020
Project G	7/1/2020	7/31/2020	8/1/2020	8/31/2020	9/1/2020	9/30/2020
Project H	8/1/2020	8/31/2020	9/1/2020	9/30/2020	10/1/2020	10/31/2020
Project I	9/1/2020	9/30/2020	10/1/2020	10/31/2020	11/1/2020	11/30/2020
Project J	10/1/2020	10/31/2020	11/1/2020	11/30/2020	12/1/2020	12/31/2020
Project K	11/1/2020	11/30/2020	12/1/2020	12/31/2020	1/1/2021	1/31/2021
Project L	12/1/2020	12/31/2020	1/1/2021	1/31/2021	2/1/2021	2/28/2021
Project M	1/1/2021	1/31/2021	2/1/2021	2/28/2021	3/1/2021	3/31/2021
Project N	2/1/2021	2/28/2021	3/1/2021	3/31/2021	4/1/2021	4/30/2021
Project O	3/1/2021	3/31/2021	4/1/2021	4/30/2021	5/1/2021	5/31/2021
Project P	4/1/2021	4/30/2021	5/1/2021	5/31/2021	6/1/2021	6/30/2021
Project Q	5/1/2021	5/31/2021	6/1/2021	6/30/2021	7/1/2021	7/31/2021
Project R	6/1/2021	6/30/2021	7/1/2021	7/31/2021	8/1/2021	8/31/2021
Project S	7/1/2021	7/31/2021	8/1/2021	8/31/2021	9/1/2021	9/30/2021
Project T	8/1/2021	8/31/2021	9/1/2021	9/30/2021	10/1/2021	10/31/2021
Project U	9/1/2021	9/30/2021	10/1/2021	10/31/2021	11/1/2021	11/30/2021
Project V	10/1/2021	10/31/2021	11/1/2021	11/30/2021	12/1/2021	12/31/2021
Project W	11/1/2021	11/30/2021	12/1/2021	12/31/2021	1/1/2022	1/31/2022
Project X	12/1/2021	12/31/2021	1/1/2022	1/31/2022	2/1/2022	2/28/2022
Project Y	1/1/2022	1/31/2022	2/1/2022	2/28/2022	3/1/2022	3/31/2022
Project Z	2/1/2022	2/28/2022	3/1/2022	3/31/2022	4/1/2022	4/30/2022
Project AA	3/1/2022	3/31/2022	4/1/2022	4/30/2022	5/1/2022	5/31/2022
Project AB	4/1/2022	4/30/2022	5/1/2022	5/31/2022	6/1/2022	6/30/2022
Project AC	5/1/2022	5/31/2022	6/1/2022	6/30/2022	7/1/2022	7/31/2022
Project AD	6/1/2022	6/30/2022	7/1/2022	7/31/2022	8/1/2022	8/31/2022
Project AE	7/1/2022	7/31/2022	8/1/2022	8/31/2022	9/1/2022	9/30/2022
Project AF	8/1/2022	8/31/2022	9/1/2022	9/30/2022	10/1/2022	10/31/2022
Project AG	9/1/2022	9/30/2022	10/1/2022	10/31/2022	11/1/2022	11/30/2022
Project AH	10/1/2022	10/31/2022	11/1/2022	11/30/2022	12/1/2022	12/31/2022
Project AI	11/1/2022	11/30/2022	12/1/2022	12/31/2022	1/1/2023	1/31/2023
Project AJ	12/1/2022	12/31/2022	1/1/2023	1/31/2023	2/1/2023	2/28/2023
Project AK	1/1/2023	1/31/2023	2/1/2023	2/28/2023	3/1/2023	3/31/2023
Project AL	2/1/2023	2/28/2023	3/1/2023	3/31/2023	4/1/2023	4/30/2023
Project AM	3/1/2023	3/31/2023	4/1/2023	4/30/2023	5/1/2023	5/31/2023
Project AN	4/1/2023	4/30/2023	5/1/2023	5/31/2023	6/1/2023	6/30/2023
Project AO	5/1/2023	5/31/2023	6/1/2023	6/30/2023	7/1/2023	7/31/2023
Project AP	6/1/2023	6/30/2023	7/1/2023	7/31/2023	8/1/2023	8/31/2023
Project AQ	7/1/2023	7/31/2023	8/1/2023	8/31/2023	9/1/2023	9/30/2023
Project AR	8/1/2023	8/31/2023	9/1/2023	9/30/2023	10/1/2023	10/31/2023
Project AS	9/1/2023	9/30/2023	10/1/2023	10/31/2023	11/1/2023	11/30/2023
Project AT	10/1/2023	10/31/2023	11/1/2023	11/30/2023	12/1/2023	12/31/2023
Project AU	11/1/2023	11/30/2023	12/1/2023	12/31/2023	1/1/2024	1/31/2024
Project AV	12/1/2023	12/31/2023	1/1/2024	1/31/2024	2/1/2024	2/28/2024
Project AW	1/1/2024	1/31/2024	2/1/2024	2/28/2024	3/1/2024	3/31/2024
Project AX	2/1/2024	2/28/2024	3/1/2024	3/31/2024	4/1/2024	4/30/2024
Project AY	3/1/2024	3/31/2024	4/1/2024	4/30/2024	5/1/2024	5/31/2024
Project AZ	4/1/2024	4/30/2024	5/1/2024	5/31/2024	6/1/2024	6/30/2024
Project BA	5/1/2024	5/31/2024	6/1/2024	6/30/2024	7/1/2024	7/31/2024
Project BB	6/1/2024	6/30/2024	7/1/2024	7/31/2024	8/1/2024	8/31/2024
Project BC	7/1/2024	7/31/2024	8/1/2024	8/31/2024	9/1/2024	9/30/2024
Project BD	8/1/2024	8/31/2024	9/1/2024	9/30/2024	10/1/2024	10/31/2024
Project BE	9/1/2024	9/30/2024	10/1/2024	10/31/2024	11/1/2024	11/30/2024
Project BF	10/1/2024	10/31/2024	11/1/2024	11/30/2024	12/1/2024	12/31/2024
Project BG	11/1/2024	11/30/2024	12/1/2024	12/31/2024	1/1/2025	1/31/2025
Project BH	12/1/2024	12/31/2024	1/1/2025	1/31/2025	2/1/2025	2/28/2025
Project BI	1/1/2025	1/31/2025	2/1/2025	2/28/2025	3/1/2025	3/31/2025
Project BJ	2/1/2025	2/28/2025	3/1/2025	3/31/2025	4/1/2025	4/30/2025
Project BK	3/1/2025	3/31/2025	4/1/2025	4/30/2025	5/1/2025	5/31/2025
Project BL	4/1/2025	4/30/2025	5/1/2025	5/31/2025	6/1/2025	6/30/2025
Project BM	5/1/2025	5/31/2025	6/1/2025	6/30/2025	7/1/2025	7/31/2025
Project BN	6/1/2025	6/30/2025	7/1/2025	7/31/2025	8/1/2025	8/31/2025
Project BO	7/1/2025	7/31/2025	8/1/2025	8/31/2025	9/1/2025	9/30/2025
Project BP	8/1/2025	8/31/2025	9/1/2025	9/30/2025	10/1/2025	10/31/2025
Project BQ	9/1/2025	9/30/2025	10/1/2025	10/31/2025	11/1/2025	11/30/2025
Project BR	10/1/2025	10/31/2025	11/1/2025	11/30/2025	12/1/2025	12/31/2025
Project BS	11/1/2025	11/30/2025	12/1/2025	12/31/2025	1/1/2026	1/31/2026
Project BT	12/1/2025	12/31/2025	1/1/2026	1/31/2026	2/1/2026	2/28/2026
Project BU	1/1/2026	1/31/2026	2/1/2026	2/28/2026	3/1/2026	3/31/2026
Project BV	2/1/2026	2/28/2026	3/1/2026	3/31/2026	4/1/2026	4/30/2026
Project BV	3/1/2026	3/31/2026	4/1/2026	4/30/2026	5/1/2026	5/31/2026
Project BV	4/1/2026	4/30/2026	5/1/2026	5/31/2026	6/1/2026	6/30/2026
Project BV	5/1/2026	5/31/2026	6/1/2026	6/30/2026	7/1/2026	7/31/2026
Project BV	6/1/2026	6/30/2026	7/1/2026	7/31/2026	8/1/2026	8/31/2026
Project BV	7/1/2026	7/31/2026	8/1/2026	8/31/2026	9/1/2026	9/30/2026
Project BV	8/1/2026	8/31/2026	9/1/2026	9/30/2026	10/1/2026	10/31/2026
Project BV	9/1/2026	9/30/2026	10/1/2026	10/31/2026	11/1/2026	11/30/2026
Project BV	10/1/2026	10/31/2026	11/1/2026	11/30/2026	12/1/2026	12/31/2026
Project BV	11/1/2026	11/30/2026	12/1/2026	12/31/2026	1/1/2027	1/31/2027
Project BV	12/1/2026	12/31/2026	1/1/2027	1/31/2027	2/1/2027	2/28/2027
Project BV	1/1/2027	1/31/2027	2/1/2027	2/28/2027	3/1/2027	3/31/2027
Project BV	2/1/2027	2/28/2027	3/1/2027	3/31/2027	4/1/2027	4/30/2027
Project BV	3/1/2027	3/31/2027	4/1/2027	4/30/2027	5/1/2027	5/31/2027
Project BV	4/1/2027	4/30/2027	5/1/2027	5/31/2027	6/1/2027	6/30/2027
Project BV	5/1/2027	5/31/2027	6/1/2027	6/30/2027	7/1/2027	7/31/2027
Project BV	6/1/2027	6/30/2027	7/1/2027	7/31/2027	8/1/2027	8/31/2027
Project BV	7/1/2027	7/31/2027	8/1/2027	8/31/2027	9/1/2027	9/30/2027
Project BV	8/1/2027	8/31/2027	9/1/2027	9/30/2027	10/1/2027	10/31/2027
Project BV	9/1/2027	9/30/2027	10/1/2027	10/31/2027	11/1/2027	11/30/2027
Project BV	10/1/2027	10/31/2027	11/1/2027	11/30/2027	12/1/2027	12/31/2027
Project BV	11/1/2027	11/30/2027	12/1/2027	12/31/2027	1/1/2028	1/31/2028
Project BV	12/1/2027	12/31/2027	1/1/2028	1/31/2028	2/1/2028	2/28/2028
Project BV	1/1/2028	1/31/2028	2/1/2028	2/28/2028	3/1/2028	3/31/2028
Project BV	2/1/2028	2/28/2028	3/1/2028	3/31/2028	4/1/2028	4/30/2028
Project BV	3/1/2028	3/31/2028	4/1/2028	4/30/2028	5/1/2028	5/31/2028
Project BV	4/1/2028	4/30/2028	5/1/2028	5/31/2028	6/1/2028	6/30/2028
Project BV	5/1/2028	5/31/2028	6/1/2028	6/30/2028	7/1/2028	7/31/2028
Project BV	6/1/2028	6/30/2028	7/1/2028	7/31/2028	8/1/2028	8/31/2028
Project BV	7/1/2028	7/31/2028	8/1/2028	8/31/2028	9/1/2028	9/30/2028
Project BV	8/1/2028	8/31/2028	9/1/2028	9/30/2028	10/1/2028	10/31/2028
Project BV	9/1/2028	9/30/2028	10/1/2028	10/31/2028	11/1/2028	11/30/2028
Project BV	10/1/2028	10/31/2028	11/1/2028	11/30/2028	12/1/2028	12/31/2028
Project BV	11/1/2028	11/30/2028	12/1/2028	12/31/2028	1/1/2029	1/31/2029
Project BV	12/1/2028	12/31/2028	1/1/2029	1/31/2029	2/1/2029	2/28/2029
Project BV	1/1/2029	1/31/2029	2/1/2029	2/28/2029	3/1/2029	3/31/2029
Project BV	2/1/2029	2/28/2029	3/1/2029	3/31/2029	4/1/2029	4/30/2029
Project BV	3/1/2029	3/31/2029	4/1/2029	4/30/2029	5/1/2029	5/31/2029
Project BV	4/1/2029	4/30/2029	5/1/2029	5/31/2029	6/1/2029	6/30/2029
Project BV	5/1/2029	5/31/2029	6/1/2029	6/30/2029	7/1/2029	7/31/2029
Project BV	6/1/2029	6/30/2029	7/1/2029	7/31/2029	8/1/2029	8/31/2029
Project BV	7/1/2029	7/31/2029	8/1/2029	8/31/2029	9/1/2029	9/30/2029
Project BV	8/1/2029	8/31/2029	9/1/2029	9/30/2029	10/1/2029	10/31/2029
Project BV	9/1/2029	9/30/2029	10/1/2029	10/31/2029	11/1/2029	11/30/2029
Project BV	10/1/2029	10/31/2029	11/1/2029	11/30/2029	12/1/2029	12/31/2029
Project BV	11/1/2029	11/30/2029	12/1/2029	12/31/2029	1/1/2030	1/31/2030
Project BV	12/1/2029	12/31/2029	1/1/2030	1/31/2030	2/1/2030	2/28/2030
Project BV	1/1/2030	1/31/2030	2/1/2030	2/28/2030	3/1/2030	3/31/2030
Project BV	2/1/2030	2/28/2030	3/1/2030	3/31/2030	4/1/2030	4/30/2030
Project BV	3/1/2030	3/31/2030	4/1/2030	4/30/2030	5/1/2030	5/31/2030
Project BV	4/1/2030	4/30/2030	5/1/2030	5/31/2030	6/1/2030	6/30/2030
Project BV	5/1/2030	5/31/2030	6/1/2030	6/30/2030	7/1/2030	7/31/2030
Project BV	6/1/2030	6/30/2030	7/1/2030	7/31/2030	8/1/2030	8/31/2030
Project BV	7/1/2030	7/31/2030	8/1/2030	8/31/2030	9/1/2030	9/30/2030
Project BV	8/1/2030	8/31/2030	9/1/2030	9/30/2030	10/1/2030	10/31/2030
Project BV	9/1/2030	9/30/2030	10/1/2030	10/31/2030	11/1/2030	11/30/2030
Project BV	10/1/2030	10/31/2030	11/1/2030	11/30/2030	12/1/2030	12/31/2030
Project BV	11/1/2030	11/30/2030	12/1/2030	12/31/2030	1/1/2031	1/31/2031
Project BV	12/1/2030	12/31/2030	1/1/2031	1/31/2031	2/1/2031	2/28/20

## REFERENCES

Gardening Jostifier	10.99
Quilting Magazine	16.99
Cheerful Ties ..	8.99
Charcoal mask I .....	9.99
Quilting Starter II ..	8.99
Decorative D Puffer (Sage Camp)	8.99
Snow Capes, Socks ..	12.99

## PLANS DES

1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

100	1.00	100.00	100.00
101	1.01	101.01	101.01
102	1.02	102.02	102.02
103	1.03	103.03	103.03

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1.18	1.19	1.20	1.21	1.22	1.23	1.24	1.25	1.26	1.27	1.28	1.29	1.30	1.31	1.32	1.33	1.34	1.35	1.36	1.37	1.38	1.39	1.40	1.41	1.42	1.43	1.44	1.45	1.46	1.47	1.48	1.49	1.50	1.51	1.52	1.53	1.54	1.55	1.56	1.57	1.58	1.59	1.60	1.61	1.62	1.63	1.64	1.65	1.66	1.67	1.68	1.69	1.70	1.71	1.72	1.73	1.74	1.75	1.76	1.77	1.78	1.79	1.80	1.81	1.82	1.83	1.84	1.85	1.86	1.87	1.88	1.89	1.90	1.91	1.92	1.93	1.94	1.95	1.96	1.97	1.98	1.99	2.00	2.01	2.02	2.03	2.04	2.05	2.06	2.07	2.08	2.09	2.10	2.11	2.12	2.13	2.14	2.15	2.16	2.17	2.18	2.19	2.20	2.21	2.22	2.23	2.24	2.25	2.26	2.27	2.28	2.29	2.30	2.31	2.32	2.33	2.34	2.35	2.36	2.37	2.38	2.39	2.40	2.41	2.42	2.43	2.44	2.45	2.46	2.47	2.48	2.49	2.50	2.51	2.52	2.53	2.54	2.55	2.56	2.57	2.58	2.59	2.60	2.61	2.62	2.63	2.64	2.65	2.66	2.67	2.68	2.69	2.70	2.71	2.72	2.73	2.74	2.75	2.76	2.77	2.78	2.79	2.80	2.81	2.82	2.83	2.84	2.85	2.86	2.87	2.88	2.89	2.90	2.91	2.92	2.93	2.94	2.95	2.96	2.97	2.98	2.99	3.00	3.01	3.02	3.03	3.04	3.05	3.06	3.07	3.08	3.09	3.10	3.11	3.12	3.13	3.14	3.15	3.16	3.17	3.18	3.19	3.20	3.21	3.22	3.23	3.24	3.25	3.26	3.27	3.28	3.29	3.30	3.31	3.32	3.33	3.34	3.35	3.36	3.37	3.38	3.39	3.40	3.41	3.42	3.43	3.44	3.45	3.46	3.47	3.48	3.49	3.50	3.51	3.52	3.53	3.54	3.55	3.56	3.57	3.58	3.59	3.60	3.61	3.62	3.63	3.64	3.65	3.66	3.67	3.68	3.69	3.70	3.71	3.72	3.73	3.74	3.75	3.76	3.77	3.78	3.79	3.80	3.81	3.82	3.83	3.84	3.85	3.86	3.87	3.88	3.89	3.90	3.91	3.92	3.93	3.94	3.95	3.96	3.97	3.98	3.99	4.00	4.01	4.02	4.03	4.04	4.05	4.06	4.07	4.08	4.09	4.10	4.11	4.12	4.13	4.14	4.15	4.16	4.17	4.18	4.19	4.20	4.21	4.22	4.23	4.24	4.25	4.26	4.27	4.28	4.29	4.30	4.31	4.32	4.33	4.34	4.35	4.36	4.37	4.38	4.39	4.40	4.41	4.42	4.43	4.44	4.45	4.46	4.47	4.48	4.49	4.50	4.51	4.52	4.53	4.54	4.55	4.56	4.57	4.58	4.59	4.60	4.61	4.62	4.63	4.64	4.65	4.66	4.67	4.68	4.69	4.70	4.71	4.72	4.73	4.74	4.75	4.76	4.77	4.78	4.79	4.80	4.81	4.82	4.83	4.84	4.85	4.86	4.87	4.88	4.89	4.90	4.91	4.92	4.93	4.94	4.95	4.96	4.97	4.98	4.99	5.00	5.01	5.02	5.03	5.04	5.05	5.06	5.07	5.08	5.09	5.10	5.11	5.12	5.13	5.14	5.15	5.16	5.17	5.18	5.19	5.20	5.21	5.22	5.23	5.24	5.25	5.26
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MUTANT  
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ONLY £16.99

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## REFERENCES

## CONCLUSIONS

0000-0001-9300-4000

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**INTENTION**  
**OUNDS OF THE SHADOA**  
**SWARDS OF TWILIGHT**

## SPECIAL ADVERTISING SECTION

**SUPPLY SKEWED**

Year	1990	1991	1992	1993
1990	1990	1991	1992	1993

9876543210

Age Group	Total (%)	Male (%)	Female (%)	Male (%)	Female (%)
18-24	~85	~75	~70	~75	~70
25-34	~80	~70	~65	~70	~65
35-44	~75	~65	~60	~65	~60
45-54	~70	~60	~55	~60	~55
55-64	~65	~55	~50	~55	~50
65+	~60	~50	~45	~50	~45

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# & Finally...

## FIVE VIDEOS FOR JANUARY

### 1. ALIENATOR

Budget movie about a condemned prisoner who escapes to Earth from his penal colony and is hunted down by a Terminator rip-off. Film made by Fred Olen Ray, infamous for his nasty \$10 movies.

### 2. MUMS ON THE RUN

Roscoe O'Grady is a spanking form as one of two crooks who escape their pursuers by dressing up and living the life of monks. Classic slapstick comedy not seen since the days of Terry Thomas and co.

### 3. THE PUNISHER

Another comic strip character gets the silver screen treatment in this entertaining albeit a bit out there read Mary Whitehouse banned Dolph Lundgren from the Punisher.

### 4. WINGS OF THE APACHE

Stars Nicholas Cage and Sean Young as Top Gun chopper pilots who take on a vicious drug cartel. Action sequences were filmed with the full cooperation of the US military and real attack helicopters. But added by over performance direction.

### 5. SALUTE TO THE JUDGE

Unrapping sci-fi epic about a violent futuristport starring Rutger Hauer. Poor on characterisation, high on violence. The movie paints a grim picture of the future. Steak and snorping.

## TOTAL RECALL

**GUIDE RELEASE DATE**

**PLOTLINE** - Arnie goes on a bloody quest to find his real self.

**DIAMOND** - Plenty of action, tight scenes - especially the human stuff.

**RECHARGE** - A big budget set that looks amazing, with superb FX to back them up.

\*\*\*\*\*

Unless you've spent the last six months on Mars you can't have failed to pick up at least the basics about this \$75m dollar smash. Far from being the happily married labourer he pretends himself to be Arnie is actually a secret agent from Mars whose mind has been implanted with other. He started to see it much fun in the good guys. His charming wife (Sharon Stone) meanwhile is actually a lethal killer sent to earth to watch over him.

Arnie's is dwarfed by the sheer size of Total Recall's massive sets (and budget). The film is a virtual showcase of FX, with splitting women, a cast of hundreds of extras, and even a disgusting red boggy which Arnie has to extract. Unforgettable!

079



## WHO'S PLAYING WHAT

Steve James: Prince of Persia, Wrath of the Dragon, Parzifal (Rish Boxing)

Don Wingersley: Prince of Persia, M.U.D.S., Narcos Police

Mark Patterson: Narcos Police, M.U.D.S., Master Blaster

Steve Merritt: Kick Off 2, Line of Fire, Golden Age

## TOP TWENTY AMIGA CHART

1. 17 STEALTH FIGHTER (MICROSOFT)
2. 1075 TURBO CHALLENGER (GEMINI)
3. KICK OFF 2 (NANO)
4. ADVANCED RUP MACHINE (CODEMASTERS)
5. TREASURE ISLAND DUTY (CODEMASTERS)
6. YOKU 5 GREAT ESCAPE (ERIC SOFTWARE)
7. SUPERMACH (NANO)
8. DRUM STUDIO PLAYERS
9. INDI 300 (BAI)
10. HOLLYWOOD COLLECTION (OCEAN)
11. WHEELS OF FIRE (DOMARK)
12. POWER RACK (BAI) (JOY)
13. GRAMING 2 (BTE)
14. TARGHAM (ACTION 16)
15. MY DARK PASTOR (MICROSOFT)
16. CORPORATION (CODE DESIGN)
17. TURBO CLIP CHALLENGE (SARSH 14)
18. RUP AND REDDY (SARSH 14)
19. BLACK MONEY (NEW PYROMOS)
20. BUDGET
21. GADGET (MIRACONSOFT)





SOMEONE HAS STOLEN MY **MIND**

# SCHWARZENEGGER

STARS IN THE MOVIE  
NOW YOU STAY IN THE GAME

## TOTAL RECALL

AS THINGS GO DOWN IN THE DARK, CAUGHT  
BY HIS CIRCULAR LAMP LIGHT, HE'S THERE BUT  
NOT THERE. YOU ARE REMATCHED, DEATH IS  
RECONSTRUCTED. A MINDFULNESS SERVICE  
SPECIALIZED IN BURNINGLY PAINFILLED TESTS  
AND MINDS OF THOSE WHO CALL US TO TURN  
THEIR DREAMS INTO REALITY.

### THE EGO TRIP OF A LIFETIME

EXPERIENCE THE HORROR AS YOU GO DOWN  
TURN INTO HORROR NIGHTMARE. SLEEP  
YOU DO EVERY MOVIE IS MONITORED BY  
WOULD BE ASSASSIN. YOU DISCOVER THE  
JOURNAL TRUTH.

### YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER  
YOUR TRUE IDENTITY. YOUR MIND IS NOW  
A JOURNEY OF MIND BLOW ACTION. STRANGE  
UNUSUAL FUSIONING VEHICLE AND A STARTLING  
ARMY OF WEAPONRY ALL COMBINED IN  
SUPERIOR EXCLUSIVE STRATEGIES AND A GAME  
PLAY THAT COMPLEMENTS THE SUCCESS OF THE

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JOURNEY BECOMES  
21ST CENTURY

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